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Polyhedron™

NEWSZINE

RPGA

NETWORK

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Conventions

SYNDICON I, April 22-24

Sponsored by the Windy City Science Fiction Association, this gaming convention will be held at the Holiday Inn at 1250 Roosevelt Road in Glen Ellyn, IL. Room rates for SYNDICON are $49. Jean Rabe, head of the RPGA™ Network, is the guest of honor; Rick Loomis, founder of Flying Buffalo Inc., and Barbara Young, editor of DUNGEON® Adventures Magazine will be the special guests. Featured events include a two-round RPGA™ Network AD&D® game feature tournament and Masters game tournament, a one-round RPGA™ Network AD&D game team tournament, a one-round RPGA™ Network AD&D game special tournament, a PARANOIA and a MARVEL SUPER HEROES® game tournament, a CAR WARS and an ILLUMINATI event, and more. Registration is $12 before March 1. The first 50 Saturday buffets are $9 each; Sunday's buffet is also $9. Thereafter, rates increase to $15 for membership and $12 for buffets. Write to: WCSFA/SYNDICON, P.O. Box A3981, Chicago IL 60690; or call: (312) 462-7954.

CANGAMES '88, May 20-23

Canada's oldest and largest gaming convention will be held at the Carleton University Commons in Ottawa, Ont., Canada. RPG, miniatures, and board-game tournaments will be offered, along with an auction, a dealers' room, and a miniatures-painting contest. Tournament play is free; trophies will be awarded for best players. The convention starts at 4 P.M. Friday and ends at 4 P.M. Monday. Preregistration fees are $12 before April 1, and $16 at the door. Write to: CANGAMES '88, P.O. Box 3358, Station D, Ottawa, Ontario, CANADA K1P 6H8.

GAMEX '88, May 27-30

This gaming convention will be held at the Pasadena Hilton Hotel. Role-playing, wargame, computer game, and family board-game tournaments are offered, as well as seminars and demonstrations, a flea market, a game auction, and an exhibitors' area. Write to: GAMEX '88, c/o Jeff Albanese, DTI, P.O. Box 8399, Long Beach CA 90808; or call: (213) 420-3675.

CONGREGATE 88, June 10-12

This science-fiction, fantasy, and gaming convention will be held at the Moat House Hotel in Longthorpe, Peterborough, U.K. Terry Pratchett is the guest of honor. Supporting membership fees are £5 and attending memberships fees are £11. Write to: A.D. Smith, P.R. Officer, CONGREGATE 88, 25 Cavendish Street, Peterborough, PE1 5EQ, England.

MICHICON GAMEFEST '88, June 10-12

This gaming convention will be held at the Southfield Civic Center in Southfield, MI. Events include 60 board games, 25 role-playing games, and 60 miniatures events, as well as a BATTLE FOR MOSCOW tournament, 35 dealers' booths, three used-games auctions, and open gaming. Advance admission is $12 for all three days, or $7 for one day. Write to: Mike Bartnikowski, Metro Detroit Gamers, Box 656, Wyandotte MI 48192; or call: Barry Jensen at (313) 591-2300, ext. 325 (days) or Mike Bartnikowski at (313) 928-7744 (evenings).

GLATHRICON '88, June 10-12

This gaming extravaganza will be held at the Executive Inn in Evansville, IN. Very Special Guest of Honor is Jeff Grubb; Special Guest of Honor, E. Gary Gygax; DM Guest of Honor, Harold Johnson. Other guests include Jean Rabe, Frank Mentzer, Penny Petticord and Gary M. Williams. Events include RPGA™ AD&D® game Feature, Masters and Grand Masters tournaments; the first MARVEL SUPER HEROES® game Grand Masters; James Bond, GAMMA WORLD® game and the Joe Martin AD&D® benefit tournament. Other events include a masquerade, art show and auction, RPGA™ membership meeting, scavenger hunt and Rembert Roast. The cost is $12 before April 1; $16 thereafter. Players may pre-register for games for $2. For more information contact the Evansville Gaming Guild at P.O. Box 15414, Evansville IN 47716

SL RALLY '88, June 25

For the third year in a row, *On All Fronts* holds its annual SL RALLY with tournaments in SQUAD LEADER and ADVANCED SQUAD LEADER games. Held at the Holiday Inn in Conway, Ark., this year's convention will feature $100 cash prizes to be awarded in the ASL tournament. Other prizes will include terrific discounts on wargames at the Game Booth. Pre-registration fees are $10 before April 16, and $15 thereafter. For details, write to: On All Fronts, P.O. Box 265, Marshall AZ 72650.

NANCON-88 X, July 1-3

The 10th anniversary of this gaming convention will be held at the Ramada Inn N.W. Crossing in Houston, TX. There will be a large dealers' room and an open gaming room available to registrants. Events include AD&D® game, BATTLETECH, SQUAD LEADER, STAR FLEET BATTLES, TRAVELLER, and TWILIGHT: 2000 tournaments, naval and 15mm Napoleonics miniatures competitions, and CIVILIZATION, PARANOIA, NUCLEAR WAR, CALL OF CTHULHU, CAR WARS, FEDERATION AND EMPIRE, and team head-to-head AD&D® games. Other events include a miniatures-painting contest, a costume contest, and more. For details, send an SASE to: Nan's Game HQ, 2011 S.W. Freeway, Houston TX 77098.

GEN CON®/ORIGINS™ Game Fair, August 18-21

The gaming event of the year will be held at MECCA in Milwaukee, WI. At least 35 RPGA™ Network tournaments will be held. In addition, there will be tournaments sponsored by major manufacturers and hundreds of role-playing events. There will be a plethora of strategy and miniature activities. Also featured will be an enormous dealers area, art show and auction, gaming auction and world-class seminars, demonstrations and workshops. Guests of Honor include: Donald Featherstone, Andrew Offut, and Rowena Morrill. Pre-registration fees are $30 ($25 for RPGA Network members). The cost is $40 at the door for all four days. Visitor and one day passes also can be purchased at the door. For more information write to: GEN CON/ORIGINS Game Fair, P.O. Box 756, Lake Geneva WI 53147

About the Cover

Baron Thoden and his friend Lord Paeon enjoy an evening at Volodar's Stardust Inn. Volodar, the proprietor, stands nearby. Lady Debbie Griffin and Master Ladeshar, less-than-friendly associates of the baron, keep themselves in the background. The baron and company are detailed in the New Rogues Gallery. Cover art by Valerie A. Valusek.

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Notes From HQ

Making a Point

In 1983, the RPGA™ Network developed a point system to record how well teams performed at sanctioned events. A year later the system was changed so players and judges could be ranked individually. This became the international ranking system for role-players. The system was a good idea, yet not without its problems. Points were not awarded for all the tournaments held that year. And it wasn't until 1987 that points were recorded in our computer. But hopefully all the major problems are behind us.

Now we have implemented a new, more fair point system. This system was developed by three TSR, Inc, employees: Harold Johnson, director of the consumer services division, and Nancy Krakofsky and Judy Gifford of the computer department. The point system is the primary method HQ uses to reward excellence in playing, judging, and contributing to the Network.

Harold explains that HQ designed the system, mastered it, and implemented it. The new system evolved because the old system was not doing its job. "Under the old system, a person who just showed up to play in a tournament received almost as many points as the first place player," Harold said. "Under the new system there is a big difference between playing, placing third, placing second, and winning. We wanted to reward excellence in play. The real idea was to make the system fairer to everyone."

To attain more points in the judge category, judges must perform fairly, be entertaining, and be objective. Players score judges based on these attributes, and those scores are reflected in the point formula.

Under the new system, each time a member plays in a tournament he or she is awarded points based on a constant multiplied by a playing bonus, plus an additional bonus for placing first, second, or third. There is an added modifier for Charity, Masters, and Grand Masters competitions. The number of points is no longer effected by the number of people playing in a tournament. In other words, playing in a three-round feature tournament at GEN CON® Game Fair will not be worth more than playing in a three-round feature tournament at a smaller convention. Playing and placing in a three-round feature tournament will net more points than winning a one-round feature tournament.

The precise formula for this new system is not being released because the system is still subject to change. Furthermore, HQ believes revealing the formula could encourage some members to abuse the system in an effort to skew the points in their favor.

"We have seen the point system abused and manipulated," Harold noted. "The object of the point system is to encourage excellent play and service to the Network. Now the system emphasizes playing, judging, community service, and club activities. In a few years we may want to adjust things to promote something else which will benefit the Network."

Harold added, "I will admit what got us into revamping the system was member Jay Tummelson's clear-cut criticisms of the old system and his efforts to see how the system could be more fair. Our response was to take Jay's recommendations and other people's criticisms and look for a solution to the problems. It took three months of talking with judges and the TSR computer department. After that we did some mathematical modeling, plugging in some sample tournament results, and saw what would happen. We went back and took the number one player and number one judge and saw where they should be in the rankings. When we finished the formula we knew that if they came out where they should be we would have the formula right. We ended up on the mark."

Donald Bingle of Illinois currently is the top-ranked Network player at 7th level. And Jay Tummelson, also of Illinois, is the top-ranked judge at 7th level. This does not include honorary rankings, which place a few people higher.

The major change in the new system is the addition of service points. This is HQ's way to reward members who write tournaments and perform other tasks vital to the Network. Some members suggested we make this a separate category. However, the bookkeeping for such an undertaking would have been immense. So, instead, we add service points to judge and player rankings. Players and judges who have more than half their points accumulated through service awards will be given an honorary ranking instead of an earned ranking.

Judges may receive service points by writing tournaments, coordinating tournaments at conventions, managing playtest groups, organizing community service activities relating to gaming, organizing charity tournaments, having articles published in the POLYHEDRON™ Newszine and other gaming magazines, becoming involved in the leadership of gaming clubs, and by performing other duties for the Network.

Players will be awarded service points for joining a gaming club, working at a convention, working at a community service activity relating to gaming, participating in a charity-related gaming activity, playtesting, participating in membership drives, and for having articles published in the POLYHEDRON Newszine and other gaming magazines.

Service points should encourage people to put more effort into the Network and their local gaming clubs. And it is definitely time members received some benefit for all their efforts, such as writing tournaments. No one would be able to receive points for running tournaments or playing in them if someone had not first written them.

We will not reveal the formula used to award service points, as we believe HQ should be free to decide how much services are worth. These points are HQ's way of saying thank you. It's similar to when service medals were presented at the Network breakfast at last summer's GEN CON® Game Fair. No one had the right to come up and demand a medal. We chose the recipients.

It is going to be harder to advance to higher levels under the new system, as there is a bigger point spread between levels now. Harold explained, "High levels are not only a pinnacle in representing top gaming talent, but making it more difficult to reach a high level helps keep down inflation. Look at it in terms of the D&D® game. D&D campaigns with 100th level characters are

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Letters

Rational Reactions

I am writing this letter in response to Pierre Savoie's letter in POLYHEDRON™ Newszine #37.

Mister Savoie wondered if Tim Tollefson was being too conciliatory in admitting that there may be a basis to charges that the D&D® game encourages greed and violence. Pierre then went on to show two incidences of violence and greed from the Bible, Judges 19, the last half, and Acts 5, respectively.

There is always a danger in using Scripture to back up one's arguments, since people can sometimes quote out of context. As a Sunday School teacher and staff person in my church's High School fellowship, I have seen many instances of this, and have on occassion been guilty myself.

Now, on to the heart of the matter. I feel that Tim Tollefson was NOT being conciliatory in what he said about the D&D game possibly promoting greed and violence. One need only see the whole flap made over RPGA™ Network player points to see that greed can sometimes be fostered in gaming.

We who play these games really have to take a good look at ourselves and be on guard. Role playing enables us to use our imaginations and do things we ordinarily would or could not. We can act out our fantasies through the games. If someone continually plays greedy, violent, or sadistic PCs, then I for one would really start to wonder just what goes through that particular player's mind.

Role playing CAN be dangerous, since it unleashes the power of your imagination (hmmm...sounds like that would make a good slogan), and the imagination is a powerful tool indeed, able to be used for good or evil. Acknowledging this is not being conciliatory to the paranoid masses, it's just facing the truth! And speaking of those self-appointed guardians of young minds, gee, Pierre, I hate to disagree with you again, but setting up a D&D Defense League is about the worse thing we could do for the hobby. It's hard to fight a war with only one side, and if we give these people a side to fight, then we'll lose. "Lose? But John, what could you mean?"

Simple. On the anti-D&D side, you have concerned parents armed with horror stories, outspoken electronic evangelists, a national media that loves a good scandal and a handful of people who were mixed up before they even heard of RPGs, now confessing in emotional, heart-wrenching testimonies that the D&D game ruined them. On the pro-side, you have quantitatively a larger number of people, who are perfectly normal and just enjoy getting together for some innocent fun instead of allowing their brains to turn to cottage cheese by watching the spoon-fed pablum of prime time TV. Unfortunately, this large group of gamers usually does not have easy media access, especially since our arguments or points of defense are not earth-shattering, emotional, or dramatic. We're just normal people who want to be left alone, right?

The most graphic example that I can recall is a discussion that I had with another Sunday School teacher at my church. She expressed surprise that I played the games, and further surprise that I did writing for them. She brought up the usual stories about guest speakers talking about occult, graphic violence, and anti-Christian elements in the game. She, herself, had never seen any such examples, she just "heard about them."

I showed her the guidelines for submitting material to TSR, Inc., showing especially the warnings against the inclusion of sex, the occult, explicit violence, violence towards children, or using real religious figures in articles and modules. She was amazed, and told me she had never known this. I replied that this was so because this list of very high standards, higher than a lot of what goes into today's movies, is not very newsworthy. The story of someone who goes on a rampage of rape and murder then blames it on D&D (let's face it...if you were caught doing that sort of stuff, would YOU say "Yeah, I did it because I felt like it?" Or would you try and shift the blame elsewhere?), sells more papers.

My friends and I have been playing various RPGs since 1978, and we have heard some of the most inane arguments or questions like "How can you play those awful games and still be a Christian?" I consider myself and the

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Fun In Games

Spells and Societies

by Rick Reid

Yes, it's back. The column that wouldn't die. It may limp along a little, but die? Never! That is, if you do your part! I need letters! Lots of letters! What do you like about the column (and don't say everything)? What would you like to see covered? Got a good idea for one of our on-going contests or topics? Send it in! And remember, this is "Sign Up A Friend In The RPGA™ Network" month.

I want everyone reading this to get at least one friend, who may have been putting off joining, to apply for membership. If everyone does this, our ranks will DOUBLE. We'll be a force to reckon with! And if they still hesitate, remind them that only by joining the RPGA Network will they receive a subscription to the POLYHEDRON™ Newszine and be able to read neat stuff like the following:

Clubs, Organizations, And Secret Societies For Player Characters - Part 2

In the AD&D® game, a thief or assassin, if he wants, may join the appropriate guild of his profession and thereafter share in all the benefits such an organization provides. But what about a character of a different class? Are there any organizations that offer not only the sense of comradeship among those of like profession, but provide that something extra that makes joining worthwhile? Of course there are! In this section we'll be examining several of them, good and bad, that your character can join.

Of course, the existence of these clubs in your AD&D game world is a decision left to your DM. Some details have been left sketchy so that he may add to them or change them as he wishes. This time around we'll be looking at an underground organization, the existence of which has been kept secret for many years. Of course I'm refering to the:

Secret Sisterhood of Spellcasters

WHO MAY JOIN: Female magic-users and illusionists of any race and level. Members must be of good or neutral alignment.

DUES: 50 gp per year plus donations for use of materials and tutoring.

LOCATION: SSofS meeting places are usually found in small towns and villages. The locations are kept secret and are only revealed by word of mouth.

PURPOSE: In more unenlightened times the teaching of the arcane arts to females was frowned upon. Hence, the Secret Sisterhood of Spellcasters was formed to study and teach the use of magic away from the prying eyes of men. The original members consisted of the wives or relatives of magic-users. Their husbands' tomes were studiously copied and shared by all at the meetings (held under the pretense of quilting bees). Although nowadays female spellcasters are more or less the norm, the society still retains its secrecy and fanatically guards its library from outside eyes, just in case the old prejudices may someday resurface.

ADVANTAGES: The use of a large library of reference materials and spellbooks. Material spell components usually are available at cost. High level spell casters are available to assist in training and level advancement. Some SSofS headquarters are equipped with extensive laboratories for spell research and creation.

Spells For Fighters

While we're on the subject of spells and spellcasters, I'd like to introduce you to a friend of mine, a fighter named Sputrock. Yes, I know you're thinking "what does a fighter have to do with spellcasting?" Well, Sputrock has developed his own series of spells that can be used by fighters! That's right, I said fighters! So without further ado, here's Sputrock to introduce his spells.

Hey, just because we're big and strong and think with our swords doesn't mean we're stupid. We should be able to cast spells just as good as those wimpy magic-users, right? Check out the following and see what I mean. Yo!

Draw Blood (Alteration)
Level: 1
Components: V, S, M
Range: Touch
Casting Time: 1 segment
Duration: Special
Saving Throw: None
Area of Effect: One creature
Explanation/Description: By means of this spell, the fighter is able to cause the recipient to experience bodily harm and blood letting as long as a successful "to hit" roll is obtained. The material component of this spell, a sword or other sharp object, is swung in the direction of the victim while screaming the verbal command "Eat Steel."

Protection From Blows (Abjuration)
Level: 1
Components: S, M
Range: 0
Casting Time: 1-6 turns
Duration: Until removed
Saving Throw: None
Area of Effect: Caster
Explanation/Description: When this spell is cast, the fighter will gain the ability to ward off many attacks made by an opponent in combat. In addition, successful attacks may be reduced in severity. The material component, a "suit" made of plate, chain, or leather is attached with a fastening motion to various parts of the body. The success of the spell is based on the quality and quantity of the material used in the component as well as the caster's innate ability to "duck and weave."

Sack of Holding (Alteration)
Level: 1
Components: V, S, M
Range: Touch
Casting Time: 2-12 segments
Duration: Special
Saving Throw: None
Area of Effect: One large sack
Explanation/Description: This spell allows the caster to carry a large quantity of gold, gems, or other small objects that might normally slip through his fingers. The objects to be carried are placed in the sack, and the sack is then swung over the fighter's shoulder while verbalizing a grunting noise. Note that trying to carry too many items or using a sack that has been damaged in some way (rips, tears, holes) will neutralize the spell.

Think (Alteration)
Level: 5
Components: V, S
Range: 0
Casting Time: 6-12 rounds

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Arcane Academe

Adding to the Thief

Illustration by Jim Roslof

by Jeff Martin

With the publication of *Unearthed Arcana* the AD&D® game was greatly expanded. Fighters were given more weapons, more armor, and weapon specialization. Clerics and magic-users were blessed with a variety of new spells. But — alas — the thief class received little attention. The poorly designed thief-acrobat split class did not satisfy the needs of players who enjoy running thieves.

The thief class is underrated and under-developed. Its list of specific abilities needs to be expanded. This would put the thief on the same level as other player character classes.

Here is a listing of new skills DMs might want to use in their campaigns. These skills are designed to increase the scope of the thief class and the thief's ability to contribute to a successful adventure while keeping the class simple and easy to use.

Level	Appraise	Street-wise	Ransack	Infiltrate
1	35%	05%	50%	10%
2	40%	10%	58%	10%
3	45%	15%	66%	15%
4	50%	20%	74%	15%
5	55%	25%	82%	20%
6	60%	30%	90%	25%
7	65%	40%	95%/05%	30%
8	70%	50%	95%/10%	35%
9	75%	60%	95%/15%	40%
10	80%	70%	95%/20%	45%
11	90%	80%	95%/25%	50%
12	95%	90%	95%/30%	55%
13	95%	95%	95%/35%	60%
14	95%/20%	95%	95%/40%	65%
15	95%/25%	95%	95%/45%	70%
16	95%/30%	95%	95%/50%	75%
17	95%/35%	95%	95%/50%	75%

Racial Adjustments				
Dwarf	-	-	-	+5
Elf	-	-	+10	+5
Gnome	-	-	-	+10
Half Elf	-	-	-	-
Halfling	-	-	+5	-
Half Orc	-	-	-	-

Dexterity Adjustments				
9	-	-	-10	−25
10	-	-	-10	−20
11	-	-	-5	−15
12	-	-	-	−10
13	-	-	-	-
14	-	-	-	-
15	-	-	-	-
16	-	-	-	+10
17	-	-	+5	+15
18	-	-	+10	+20

Appraise is the ability to determine the value of a non-magical item or group of items. A successful roll indicates that the thief has correctly determined the value of an object within +/−10% of its actual worth. An unsuccessful roll means the thief has greatly underestimated or overestimated the worth of the items by 30-300% (1d10 X 30).

The number after the slash indicates the thief's chance to correctly discern something about a valuable object's origin or maker. For example, a bejeweled dagger found on an assassin's body could be traced to the court weaponsmith of a supposedly friendly kingdom. DMs have full control over the amount of information the thief is able to gather.

Streetwise is the ability to gather intelligence and information of a general nature or useful information on a specific topic. DMs should decrease the chance for success in the latter case. (The sage rule in the DMG, page 32, provides some helpful guidelines for adjudicating the use of this skill.) The skill may be attempted but once on any given topic and requires 2-8 hours of research.

Ransack is the ability to search an area. It takes one round to search an area 10 feet square. A successful roll indicates that the thief has found all objects not hidden by a secret door or similar device. For example, a gem hidden in a pillow can be found, but a scroll hidden in a specially-designed bedknob would be missed. A roll is made for every 10-foot square section searched.

The number after the slash indicates the chance for the thief to find all objects within an area (even those hidden by secret doors).

Infiltrate assumes that the thief is within 20′ of some creature which is alert, but not aware of the thief (guarding an opening for example). A successful roll indicates the thief has used misdirection and stealth to pass by the creature and to proceed up to 20 feet beyond it without being noticed. A separate roll is needed for each creature within an area. DMs may wish to modify this chance if the target creature has extraordinary sensory powers or if the area is confining.

Special Intelligence

For TOP SECRET/S.I.™ Game Players

Illustration by David Transue

by Warren Spector

The instructions were simple enough — go to Central Park, find the blue bench by the merry-go-round, and wait there for a man with a scar.

The scarred man would approach and say, "The smart money's on the filly on the peppermint pole." I was to respond, "Yes, but the swan looks awfully tough." At this point, the scarred man would offer to shake my hand, passing me a cylinder containing a roll of microfilm. I'd return to HQ and receive further orders based on what the microfilm revealed to my superiors.

I found the bench without any trouble, took a seat, and prepared to wait for my contact. Without warning, a shot rang out from the trees some yards away. I did a back flip over the bench and readied my pistol. But I needed just a quick peek to find out where the shot had come from. I poked my head up from behind the bench. Women and children were running, screaming. It was chaos.

Then, the Administrator of the game rolled some dice and informed me I was dead — an M-16 bullet right between the eyes. Great. My first TOP SECRET® game was over before it began.

A good thing, too, because if I'd had to engage in hand-to-hand combat, I would have been completely lost. I'd picked up a copy of the game at my local hobby and game store the instant it became available. The idea of an espionage role-playing game was, well, the best idea I'd heard since someone told me about the D&D® game. I pored over the rules, reading and rereading, trying to figure out how to play this dream game. I never did figure it out.

I could look at the original TOP SECRET® game and see much that was good — notably the attention to detail, the feeling of realism — but I saw much that needed work as well. The hand-to-hand rules were indecipherable. The rules weren't very well organized. Detail and realism often got in the way of playability.

Little did I know that almost ten years later I'd be working for TSR, Inc. My first assignment was to work with designer Doug Niles on the new TOP SECRET/S.I.™ game, one which would address and correct all the shortcomings of the original, without ignoring those elements that made the original TOP SECRET game the best selling espionage role-playing game in the world.

Early on, the decision was made to replace the old game, rather than revise it. This allowed Doug to start from scratch, taking advantage of the many advances in role-playing "technology" over the last ten years. As the leader in the role-playing field, TSR had to do something state-of-the-art — anything less would be a disappointment to gamers. A revision of a ten-year-old game can't be state-of-the-art.

Okay, so we started from scratch. The first step in the design process was analyzing what we hoped to achieve in the TOP SECRET/S.I. game.

We had to make the game easy to read, learn, and play. This meant clear, well-written, well-organized rules.

We had to make sure the game played quickly. There could be no chart checking, for example, to slow things down. In the real world, a car chase or gun battle can begin and end in a matter of seconds. The game had to reflect the breakneck pace of real life. Gunplay, chases, and action are crucial to a role-playing game, but we wanted to get players into such scenes and out of them as quickly as possible so they could get back to the role playing. Playing the character is, after all, what role playing is all about. This was accomplished through a revolutionary game system which allows one die roll to do the work of two, three, or more.

The game had to reflect reality as closely as possible, without sacrificing playability and speed. We knew fans of the old TOP SECRET game (and today's other sophisticated role players) would be incensed by a game which offered generic Hit Points, instead of specific hit locations; simple driving checks in chases instead of specific maneuvers players choose to perform; randomly generated skills, rather than tailor-made characters based on player choices; and so on.

The game had to provide a campaign setting, something the original TOP SECRET game lacked. We created a world-wide criminal/terrorist organization called the Web and its nemesis, the Orion Foundation. Several adventures, sourcebooks, solo gamebooks, and novels will reveal more and more about these two organizations during the next few years.

At the same time, however, the game system had to be flexible enough to handle just about any modern role-playing situation. Thus, in the near future, you'll see sourcebooks telling players how to recreate real-world espionage situations, pulp action in the world of Agent 13, and paramilitary action in the world's Third World hotspots. The system can even handle superpowered characters (about which more will be revealed this year). In other words, the TOP SECRET/S.I.™ game is much more than just an espionage game.

But let's get down to brass tacks; If you're an old TOP SECRET game fan, should you switch to the new game? I'm a little prejudiced, but I'd have to say yes — at least give it a try. We called the game TOP SECRET/S.I.™ because we wanted fans of the original to know we hadn't forgotten them, that the new game was designed for them. The S.I. (for "Special Intelligence") was added to let them know it was a new game, something that was a step up from the original. So move up. We don't think you'll be disappointed.

Wedding Party

Illustrations by Gary Williams

AN AD&D® ORIENTAL GAME ADVENTURE

by Robert Farnsworth

Player's Notes on Shou Lung

Read this section to the players before handing out the character sheets.

According to long-standing Shou Lung tradition, only the first four children inherit a family's wealth. The remaining children are encouraged to go their own ways when they grow up. The best way to find someplace to go when a child leaves is to take an Imperial examination. The empire routinely tests young people to find the best talent for the Imperial bureaucracy. A high score virtually guarantees a good position in government service, and a very high score brings much honor to the applicant.

Children who inherit are expected to marry according to their family's wishes. Families of all ranks try to improve their power, influence, and wealth through advantageous marriages. Sons and daughters are expected to marry for the family's benefit. Members of secret societies marry within the society to increase their ranks. Even the Imperial family uses marriages to seal treaties with neighboring countries and to promote their own welfare.

For the past two years the empire has been suffering from stinging raids lead by the powerful new khan of the steppe barbarians. The Torgul Khan has united the steppe tribes into a mighty military force that could batter the empire.

The emperor does not wish to raise an army to fight the barbarians. This would be expensive and would put too much power in the hands of several generals whose ambition makes their loyalty questionable. It is much cheaper and safer to marry off a daughter and gain a powerful son-in-law.

You have been recruited to escort the princess to her wedding with the khan. Chai Duc Ming, a samurai, is nominally your leader. She has your orders.

DM's Notes

Shou Lung has rigid rules of etiquette; if the characters act impolite toward each other, or toward an NPC of a higher class, the offended character should seek reparation. Shou Lung society requires the insulted person to at least ask for a public apology. NPCs, having nothing in common with the PCs, might request a duel.

Characters who make insults auto-

matically lose one point of honor. An insulted character loses one point of honor if he does nothing about it. Demanding an apology and not getting one is the same as not doing anything. Well-delivered apologies can gain a character honor (one point).

A character of a higher class can make condescending remarks without being insulting. The people of Shou Lung are well known for the ability to talk down to others not fortunate enough to be born a Shou Lung without insulting them. To really be insulting to someone less fortunate is to lose honor (one honor point). The emperor and empress will not talk down to the barbarians (at least for the moment) because of their ernest desire for peace between the empire and horse nomads.

The steppe barbarians have raided the empire's borders for centuries. Their new leader, the Torgul Khan, is the brother of one of the PCs. Torgul is more a politician than a fighter. Since he has gained the khanhood, he has almost retired from fighting. His brother, Targon, and his best friend, Nook, are helping him by going along to protect his bride. Marriage to the princess is not the only bribe from the emperor, she also comes with a large dowry.

Shou Lung's minister of war opposes the marriage. He would like to see more trouble with the barbarians. If the party succeeds in getting the princess to the wedding in one piece, there no longer will be a need for a powerful army. And without the army, the minister of war would lose his biggest source of money and influence.

The minister of war, Bo Lei Ping, has friends in high and low places. One of the most powerful is the patriarch of a ninja family. The minister wants to stop the wedding by getting the princess out of the way, dead or alive. However, the patriarch does not want to bring Imperial wrath on his family. He wishes to take the princess alive at all costs, even if it means the loss of a few ninja.

Encounter 1: The Grilled Mutton Inn in Kangpei

The people of Kangpei are friendly to anyone who enters the city, whether they are barbarians or native to the empire. This town is the only place that the nomads will not see the normal prejudice common against foreigners.

Targon, Nook, and Kani are already at the inn. Thong, Chung, and Chai will arrive together. They have been traveling hard and are hungry.

From the inn, the party is to proceed to the source of the Ch'ing Tung River. Then they must journey to the capital and pick up the princess.

> The Grilled Mutton Inn's restaurant is crowded with nomads, merchants, and Shou Lung noisily eating bowls of steaming hot food. Targon, Nook, and Kani have been seated at a table for over an hour, waiting for the rest of the party to arrive. Perhaps they won't come today. The inn isn't an unpleasant place. The chairs are comfortable, and the walls and floors are pleasingly decorated with many rugs. Still, the large, smoky griddle in the room's center makes it hard to see clearly.
>
> Finally you see the waiter, an elderly Shou Lung gentleman with worn features, escorting a monk, a priest, and a samurai into the restaurant.
>
> There are bowls filled with meat, vegetables, and three oily sauces of different colors on a table next to the griddle. The bowls in the front contain shredded lamb, beef, chicken and fish. Behind them are bowls of sliced water chestnuts, bamboo shoots, and other vegetables. The sauces are labeled with small placards reading mild, hot, and demonic.
>
> As you watch, diners fill bowls with vegetables, meat, and oil, then they hand them to the cook. The cook, a fierce nomad armed with a razor sharp parang, walks around griddle madly flipping and stirring the food. When he finishes his circuit, the food is hot and steaming, ready for eating.

Waiter: AL N; MV 12″; Bu 1; hp 5; AC 9; THAC0 20; #AT 1; Dmg gunsen; Size M; In Average; Sts 17; Stw 16.

Cook: AL N; MV 9″; Bu 4; hp 26; AC 8; THAC0 18; #AT 1; Dmg parang +3; Size M; In average; STs 17; STw 16; SA swing parang overhead it to produce a howling causing temporary deafness and stunning all within 30′, except the wielder, for 1d6 rounds, save vs. paralyzation negates effect.

After the PCs have been seated and settle down to eat, a group of four steppe barbarians force their way up to the party's table, dragging the waiter with them.

> Four burly men, steppe barbarians still dusty from riding, swagger up to your table with the waiter helplessly in tow. Their leader points angrily at Kani. "Waiter! She could be eating with the khan's brother, for all I care! She isn't going to eat in the same restaurant with any of the horse people. I'm going to kick her out even if you don't have the backbone for it."

Steppe Barbarians (4) AL N; NV 12″; HD 4; hp 32, 31, 38 and 37; AC 7; THAC0 16; #AT 1; Dmg long sword; Size M; In Average: Sts 14; Stw 13

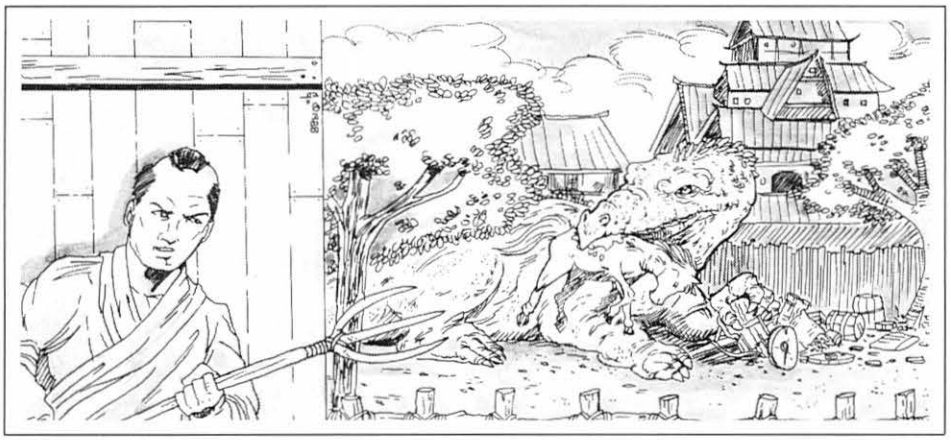
The other patrons will ignore anything short of a fight. If the PCs tell the barbarians that Targon really is the khan's brother, the barbarians back down. If the PCs act cowardly or unsure, the barbarians will notice, and trouble will start. If a fight starts, the cook will swing his parang around his head, causing everyone in the restaurant to become deaf for 1d6 rounds and save vs. paralyzation or be stunned. Stunned characters cannot move, and attack and defend at −4.

When everyone can hear again, the cook will shout:

> "Now everyone will stop fighting and settle down. The ringing in your ears will go away, but I will have no fighting in my establishment, you hear! If anyone wants to fight it will be elsewhere or you will answer to me!"

When the nomads finally realize they are actually fighting the khan's brother, they will apologize. It is one thing to brag about fighting Targon, and another to really see him in person. As if that wasn't bad enough, the khan's right hand man, Nook, is staring them in the face. If the barbarians can leave the inn without losing their freedom, they will pledge their undying allegiance to the khan.

After the meal is done the party should be ready to leave. The time is now midday. The river is a day and a half away.



Encounter 2: The Attack of the Giant Lizard

You reach the river quickly and follow the bank toward the port of Koi where you are to meet Master Ho. You round a bend and get your first look at the peaceful river city. Fishing boats and houseboats crowd the docks at the river. The town is bustling with activity and commerce, for such a small town it's quite busy.

As you draw nearer, you notice that the docks are deserted in spite of the crowd of boats. The streets are empty, too, but there is plenty of frenzied activity in the hills overlooking the town. In fact, the citizens appear to be fleeing in panic!

Another glance at the docks reveals a lizard at least 50 feet long climbing out of the river. The only people left in town are a small band of nervous soldiers and the fire brigade. The soldiers' weapons look puny when compared to the lizard's gigantic horns.

Gargantuan Lizard: AL CN; MV 18"//12"; HD 50; hp 350; AC 2; THAC0 7; #AT 3; Dmg 3-30/3-30/6-60; Size L; In low: Sts 6; Stw 6; SA: 10d10 damage for a trample. Tail sweep causes save vs. death or suffer 8d10 damage.

The lizard is young and very confused. It will be easy to scare. When below 200 hp, the monster will run away. It will also run away from any display of showy magic (loud sounds, bright light, heat, etc.).

Fire Fighters (20): AL N; MV 12"; HD 1-1; AC 10; THAC0 20; #AT 1; Dmg spear; Size M; In Average; Sts 10; Stw 18

The fire fighters are from every walk of life and are prepared to extinguish any fires that break out when the lizard tramples the town. They will fight only if cornered.

Soldiers (15 groups of five) AL N; MV 12"; HD 20/group; hp 75 per group; AC 5; THAC0 20; #AT 2; Dmg 10d6/group; Size M; In Average; Sts 17; Stw 16

The soldiers are 1st level bushi, they fight in groups of five. When any group's hit points fall to 38 or less roll 2d10. The group fights on if the roll is 11 or more. They run on a score of 10 or less. If one of the party lends their help to the fight, the bushi nearby will get a +1 bonus to morale.

If the party drives away the lizard, the citizens will return, accompanied by their priests. The priests will heal any damage the PCs have suffered, and they will offer to *raise* any slain characters. They even have a *wish* available if a slain PC fails a resurrection roll.

Encounter 3: Master Ho's Sampan

When the party reaches the sampan, they are greeted by the Master Ho. He will congratulate them on their heroism.

The ship in front of you is worth the income of a small city. You see a gleaming palace of the water. The ship is crewed by men and women fitted in the finest silk naval uniforms. The captain wears the robes of one who was born to nobility.

The captain greets you heartily. "I am glad you could make it, distinguished ones. The emperor will hear the tales of what you did today. There are not many who could have accomplished as much as you have."

There is plenty of room in the hold of the sampan for the characters' horses.

Chiang Lung (Master Ho): AL LN; MV 12"/18"//24"; HD 23; hp 132; AC 2; THAC0 9; #AT 3/1; Dmg 1-8 (+5 magical sword); Size M; In Genius; Sts 10; Stw 9

Nature Spirit, lesser (5) AL LG; MV 12"; HD 5; hp 40; AC 7; THAC0 15; #At 1; Dmg 1-8; Size M; In Very; Sts 13; Stw 12; SA once per round *invisibility, polymorph self, detect evil, detect magic, detect harmony.*

Master Ho is the dragon for the Ch'ing Tung River. He and his five lesser nature spirits know the PCs by reputation and want to meet them.

When the PCs have settled aboard the sampan, Master Ho will question them about their exploits. He is well acquainted with their histories and will ask the PCs to elaborate on the stories he has heard. The nature spirits gather round to hear the PCs' answers.

As the characters are spinning their tales, the nature spirits serve them wine and food. The PCs will get any kind of food or drink they ask for (courtesy of the dragon's *major creation* ability). All the food and beverages have been drugged — the dragon and his servants want to leave quietly after meeting the PCs. Characters who eat or drink will slowly fall asleep. If a character refuses to eat or drink, a nature spirit will try to *fascinate* the character into drinking or eating, discreetly *polymorphing* into a character of the opposite sex to do so. If this fails, the dragon and the spirits do their best to leave the sampan unnoticed.

Encounter 4: The Docks, South of the Spring Palace

You awake in the morning and find yourselves alone on a deserted ship. The ship, guided by some unseen force, floats down river toward docks overflowing with brightly clad people. In the crowd, you see a large group of guards and members of the

Imperial court.

When the sampan touches the dock, many servants surge forward in a swarm and hurry on board. They bow, greet you politely, and begin to unload your horses and goods before you can stop them. An elderly man in court robes steps forth and addresses you.

"Greetings, I am Minister Lo Chi Chung. We are pressed for time, there already have been delays. There are still preparations to be made for the wedding. There have been enough delays as it is. Let us go to the Spring Palace immediately and settle you into your apartments. You will be introduced to the princess soon."

Chung, Lo Chi: AL N; MV 12"; Bu 2; hp 12; AC 6; THAC0 20; #AT 1, Dmg bo stick; Size M; In Above Average; Sts 12; Stw 11

The minister is abrupt, but only until the party starts on their way. He is concerned that his plans are falling behind schedule. When he feels that things are proceeding smoothly, he will become friendlier and talk more freely.

Also in the crowd are the minister of the treasury, the minister of extinct creatures and the minister of war. The empress is also present, accompanied a large entourage of court followers. The DM can arrange the following conversations in any order.

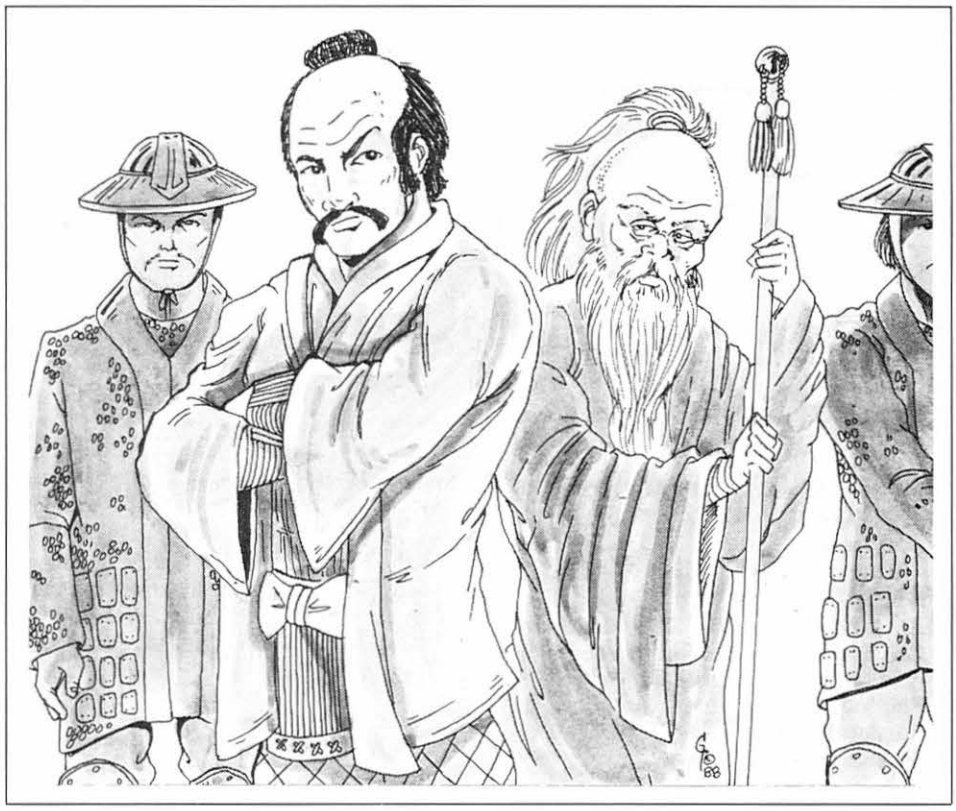
Li Chu Ching: AL N; MV 12"; Wj 8; hp 30; AC 7; THAC0 16; #AT 1; Dmg bo stick; Size M; In Above Average; Sts 12; Stw 11

Spells carried: *detect magic, hypnotism, message, unseen servant, ESP* (x2), *protection from charm, detect shape-changer, scry, suggestion, improved invisibility, transfix*

The minister of the treasury is concerned with the dowry. He will ask probing questions about the characters' abilities.

"Greetings, I am Li Chu Ching, the minister of the treasury. I understand you are to escort the princess and her large dowry."

The minister is doubtful about trusting such a large sum to a few people. He is not sure everyone involved is to be trusted.



"The dowry you guard is a big responsibility. I hope you are going to guard it well. You will be traveling through dangerous country and it will take a strong group to guard it. Will you be able to take care of it?"

Bo Lei Ping: AL CG; MV 12"; Bu 7; hp 57; AC 3 (bracers); THAC0 14; #AT 2/1; Dmg katana +3; Size M; In Above Average ; Sts 12; Stw 11

The minister of war is a corrupt man who depends on the border wars to give him his chance to skim large sums of money from the war budget. If the emperor succeeds with this marriage, the minister will lose his main source of money. When he talks to the characters his voice will drip with sarcasm.

"Hello. I am the Minister of War, Bo Lei Ping. I am happy that you were able to make it to the capital. I recommended to the emperor that he let me use my own people for this job, but I guess he will have to settle for you."

Pao Lang: AL LN; MV 12"; Wj 8; hp 30; AC 7; THAC0 19; #AT 1; Dmg bo stick +4; Size M; In Very; Sts 11; Stw 10

Spells carried: *know history, message, unseen servant, elemental burst, hypnotic pattern, detect evil, protection from charm, commune with lesser spirit, dispel magic, hold person, confusion, polymorph self.*

The minister of extinct creatures is here to pump the characters for information about the gargantuan lizard. He asks about the monster's size, special attacks, etc.

Empress Mai Long: AL NG; MV 12"; HD 1-1; hp 4; AC 10; THAC0 20; #AT 1; Size M; In Average; Sts 19; Stw 18

The empress is here to see for herself if her daughter will be in safe and strong hands. She distrusts Bo Lei and will be secretly delighted if the PCs attack or insult him. She will introduce herself to the PCs, and will talk with them to find what kind of people they are. She tries to make her questions seem like idle chatter.

Guardsmen (50): AL N; MV 12"; Bu 2; hp 18; AC 5; THAC0 19; #AT 3/2; Dmg Katana; Size M; In Average; Sts 11; Stw 10

The guardsmen are from the Yellow Banner Brigade. They are loyal to the empress. They know Chai Duc by reputation. Use Chai's family reaction modifier when she deals with the guards.

Court followers (20): AL CN; MV 12″; HD 1-1; AC 10; THAC0 20; #AT 1; Dmg N/A; Size M; In Low; Sts 19; Stw 18

The court followers will echo anything the empress says or does. They will run from any violence. If the characters talk to them, the followers ask stupid questions and waste the party's time. They will also give useless advice.

When the group gets to the Palace of Spring Blossoms, the PCs and VIPs are separated, the PCs will be shown to rooms set aside for them at the palace. Two servants wait inside each room. When characters enter their rooms the servants will insist that the characters bathe. After they bathe, the characters are massaged, perfumed, and dressed in court clothing.

> When you reach your suite and enter your private bedrooms you are greeted by two servants. The first time they see you, they wrinkle their noses, making it obvious that you are dirty and smelly from your trip. All of your servants say the same thing.
>
> "Please, take off those filthy things and put on these robes."
>
> After you undress, the servants hand you robes made of the finest silk, embroidered with dragons of silver and gold. After you don the robes, your servants will take you through a doorway into a courtyard dominated by a pool 40 yards in diameter. You see other party members appearing from similar doorways. Your servants lead you to the pool and "invite" you to enter. The water is chest deep, and it boils and foams. It has a faintly sulfurous scent.

The water is only hot mineral water from a spring at one end of the pool. The servants will assure the PCs that the water is perfectly safe and will enter the water to prove it. When all the PCs have slipped into the pool, and have gotten comfortable and relaxed, there is a disturbance.

> The bath feels wonderful. Soon you are completely relaxed, the tensions from your trip have melted away.
>
> You are jarred out of your contentment when you hear the flapping of many sandals. Twenty men dressed in plain brigandine armor rush into the courtyard. This is the same armor used by the Imperial guard, but undyed. There is no way to tell which regiment they come from. They quickly surround the pool, cutting you off from your rooms and your weapons. Their leader steps forward to speak to you. Your servants seen unusually calm.

If the characters were watching for an attack, they may have one round's worth of actions before the soldiers appear in the courtyard.

> "Hello Chai. It's nice to see you again. General Ming's not here to protect you this time, so don't try anything foolish."

Chai Duc Ming recognizes the man as her enemy, Ping Lo Lei.

> "If you come quietly, you and your associates might have a chance of leaving this courtyard alive. My men and I would like to take you to someone who is interested in talking you out of your foolish mission. So, if you'll peacefully dress and follow me, no one will get hurt."

Soldiers: AL CN: MV 12″; Bu 2; hp 18; AC 6; THAC0 18; #AT 3/2; Dmg spear; Size M; In Average; Sts 11; Stw 10

These men belong to the White Regiment of the guard, a unit known for its corruption; they have been bribed to bring the characters to a place where they can be persuaded to give up their mission. Only Ping Lo knows that their employer is the minister of war.

Ping Lo Lei (Ronin): AL CN; MV 12″; Sa 3; hp 22; AC 5 (+1 brigandine); THAC0 18; #AT 3/2; Dmg katana; Size M; In Average; Sts 11; Stw 10

> Your servants dutifully press your robes onto your shoulders. You immediately notice that shuriken are pinned to the inside of the garments. As you finish dressing, the servants tie up your hair in the current fashion favored by the court. The hairpins are 18 inches long, and even though they look normal, they are strong enough to be used as daggers.

Servants (12): AL LN; MV 17″; Mo 2; hp 8; AC 8; THAC0 20; #AT 3/1; Dmg karate; Size M; In Average; Sts 15; Stw 14

The servants are really monks acting as bodyguards for the characters. They will try not to give themselves away unless they have to defend themselves or the characters.

The guards watch carefully as the characters put their clothes on. When they are ready, the guards will try to separate the servants and the characters.

> When the guards try to separate your group from the servants, one of the guards tries to strike one of the female servants, only to have his blow knocked away. When the other guards see this happen, they chuckle.
>
> This infuriates the guard. When he tires to hit the servant a second time, she blocks his hand and strikes him three times. He crumples to the ground with his head bent at an odd angle.
>
> Another guard checks the body. "Hey, if she could kill him, she isn't a servant."

The monks take on most of the guards, leaving eight guards to the PCs. If the party takes any prisoners, the soldiers will readily admit that they are from the White Regiment. They explain that they were only doing what they were ordered to do. They did not know what they were doing or why. If Ping Lo is captured, he defiantly sneers at the PCs and refuses to answer any questions. He is confident that the minister will get him out of trouble.

A few moments after the fighting ends, a squad of guardsmen in blue brigandine arrive to help with the bodies and prisoners. After cleaning up the remnants of the battle, the captain of these guards will ask: "Excuse me, Captain Chai, but do any of you have any enemies who might want you dead?"

The party will be unable to get any useful information out of their prisoners. Eventually, the commander of the palace guard will arrive to take

charge and trot the prisoners off to jail. The commander, noting the party's wounds, offers the services of the palace shukenja. The priest will heal all the PCs' damage.

Encounter 5: Dinner with the Emperor

That evening, after your wounds have been healed, a servant enters the suite.

"Excuse me please, I have a message from the emperor, it is addressed to all of you." He hands you a scroll bound in gold wire.

The note says: "We would like to have the presence of your party for a small dinner given in your honor. Dinner will be a small affair with only your group and the immediate Imperial family attending."

When PCs enter their rooms to change for dinner, they find their armor, weapons, and equipment missing.

If the PCs ask where their things are, each servant will give a different answer. They will be told that their things are out being cleaned, mended, or repaired. They assure the PCs that they have not been robbed. (Their things have been borrowed, but no one will admit it.)

In place of equipment, there is a complete set of clothing in the latest court style for each character.

The servants explain that the court costumes are gifts from the emperor himself. The robes are decorated in dragons made of gems and precious metals, they are made of the lightest silks, but are so bejeweled that they weigh as much as 600 coins each. The robes are tailored to fit exactly. When you put them on they feel as heavy as armor.

The servants escort you to the Imperial apartments, where they show you into a large dining room. Servants wait along two walls watching for the opportunity to serve you. As you enter the room, a gong sounds. A slender woman steps through an archway and introduces the Imperial family as they enter the room.

"The Empress Mai Long Chin."

A handsome, middle-aged woman, the empress still shows the beauty and grace that has made her a standard of beauty for the women of the court, and the empire.

"Prince Ling Chun."

A handsome young man strides through the archway. His regal bearing makes it obvious that he is the heir apparent to the throne. He sweeps the you with an arrogant gaze, then ignores you."

"Princess Lo Hoi."

The Princess, whom you will guard, is a beautiful maiden in her late teens. She gives you a polite nod, eyelids demurely lowered.

After the kowtowing, the woman announces the emperor.

"His excellency, the eighth Emperor of the Kuo Dynasty, the Gatherer of Pearls, and the Friend to all Nations: Emperor Chiao Chin."

After he enters the room, the emperor idly motions for everyone to stand and says:

"Dinner will be ready soon. While my family sits down, it would be nice if Captain Ming introduces the rest of her party."

After the dinner is finished, the emperor rises from the table and motions for the party to follow him. He takes them down a corridor and into a room.

You follow the emperor into the depths of the Imperial apartments and into a small room. Here, laid out neatly, is your missing armor, weapons, and equipment. Your things have been expertly cleaned and mended. You also notice some additions and changes to your equipment.

The emperor smiles benignly. "These gifts are your reward for the valor and honor you showed when you fought the giant lizard in the city of Koi. The gifts should also be useful on the dangerous journey ahead of you."

The items are:

Targon	chain mail +1
Nook	hand axe +2
Chung	*bag of holding* (500#)
Chai	o-yori +2
Thong	*nunchaku of dancing +2*
Kani	*ring of protection +1*

Encounter 6: Outside the Spring Palace, the Next Morning

When you awaken the next morning you are given some time for prayer, study, or simple meditation. Soon, your servants appear and tell you it is time for you to be on your way. They quietly lead you to the palace's main courtyard.

The courtyard is filled with soldiers from the Rainbow Guard Brigade. Phalanxes of guards clad in red, blue, yellow, orange, black, green, white, and violet, create a true rainbow.

The princess's party stands at the head of this honor guard. There are 20 soldiers in the blue brigandine armor of Chai's regiment, 30 sohei dressed in the maroon armor of Chung and Chani's temple. Ten maids and 50 bearers also attend the princess.

The ministers of war and religion stand near the royal party, watching your approach. The emperor watches from a balcony. As you mount your horses and prepare to leave, the minister of religion steps forward to say a blessing.

"Your journey is a gesture of friendship from our lord, the emperor. With this gesture, we want the khan to know that our people would like to have peace. It is important that you meet the khan's party at the border in twenty days. From there you will journey to the wedding. I wish you a happy and safe journey."

When the minister finishes, the emperor gives signals you to begin. The assembled guards give three raucous cheers and fireworks erupt from all parts of the palace.

Chun Mei: AL LG; MV 12"; Sh 14; hp 57; AC 3 (bracers); THAC0 14; #AT 2/1; Dmg 1-6/1-6; Size M; In Above Average; Sts 12; Stw 11

The minister of religion is a very calm man. His training has made him patient and understanding. He has never been known to show the least bit of a temper.

Targon

7th Level Human Male Steppe Barbarian

STR:	16	*+1 Dmg, 700 coins, Doors: 1-3, bb/lg 10%*
DEX:	18	*+3 React/Attack, −4 AC*
INT:	14	
WIS:	14	
CON:	17	*SS: 97%, RES: 98%*
CHA:	12	
COM:	16	*+16% reactions, fascinate females WIS 8 or less*

Age: 26
Height: 6′2″
Weight: 195#
Family honor: 49
Personal honor: 61
NPC reaction modifier: 0%
Family reaction modifier: +5%
Alignment: NG
THAC0: 14
AC normal: 0
AC rear: 5
Armor type: Chain, Large Shield
Hit Points: 88
Attacks: 3/2

Languages: Steppe, Trade, Forest, Shou Lung
Weapon proficiencies: Broad Sword, Horse Bow, Dagger, Lt Lance
Weapons carried: Broad Sword +2, Horse Bow, Dagger, Lance
Non Weapon proficiencies: Horsemanship, Running, Tracking, Hunting, Bowyer, Iaijutsu (sword), Swimming

Barbarian Skills

Climb	Hide	BP	DI	DM	Leap
91%	63%	35%	35%	60%	15+1d6′

Magic Items: *potion of fire resistance, potion of healing* (x2)
Money: 50 ch'ao, 30 yuan, 2 gems (100 tael each)

Your father, Tormac the bold, was the leader of your tribe. When he died your older brother, Torgul, took his place as Khan. In the years after Tormac's death you have adventured in your brother's service and on your own. You've seen war, famine, and plagues strike your people. The life of a horse nomad never has been easy.

Torgul has been a good leader, especially in war; the other horse tribes started to follow him, one by one, until today he is known as the Great Torgul Khan.

When a missionary relayed the emperor's offer of a marriage between Torgul and his daughter you sensed a possible trap and insisted on going to the capital yourself to pick up the princess and escort her to the wedding.

Thong

6th Level Human Female Monk

STR:	17	*850 coins, Doors: 1-3, bb/lg 13%*
DEX:	15	
CON:	15	*SS: 91%, RES: 94%*
INT:	17	
WIS:	15	
CHA:	12	
COM:	17	*+17% reactions fascinate males WIS 9 or less*

Age: 25
Height: 5′3″
Weight: 120#
Family honor: 15
Personal honor: 47
NPC reaction modifier: 0%
Family reaction modifier: +15%
Alignment: LG
THAC0: 18
AC normal: 5
AC rear: 5
Armor type: none
Hit Points: 28
Attacks: 1 or 3/2

Languages: Shou Lung, Trade, Kozakura, Steppe
Weapon proficiencies: Tae-kwon-do, Missile Deflection, Shuriken, Flying Kick, Backward Kick, Great Throw, Leap, Weapon Catch
Weapons carried: Nunchaku
Non Weapon proficiencies: Religion, Calligraphy, Swimming
Ki Abilities: (6/day) Reduce magic damage to ½ with successful save.
Special Abilities: *Speak with animals* Immune to disease, *haste* or *slow* spells. Can *feign death* for 12 turns, *ESP* works 26% of the time, fall up to 20′ with no damage if within 1′ of a wall.

Thief Abilities

OL	F/RT	MS	HS	HN	CW	Surprise
47%	45%	47%	37%	20%	90%	24%

Magic Items: *Everproducing Rice Mortar* (common)
Money: 8 ch'ao, 12 yuan

When you were growing up there seemed to be no point to your life. You were the first daughter of a diplomat, destined either to marry or to be a bureaucrat just like your father. You always liked sports and did well at your lessons. When you talked to a monk one day, you found something that might let you continue your interest in self-improvement. Some people may think you have gone overboard in your pursuit of perfection. But being a monk makes you feel more alive than ever before.

Took Nook

6th Level Male Korobokuru Forest Barbarian

STR:	19	*+3 Hit, +7 Dmg, 4,580 coins, Doors: 7/8, bb: 50%*
DEX:	17	+2 React/Attack, −3 AC
INT:	12	
WIS:	14	
CON:	16	*SS: 95%, RES: 96%*
CHA:	13	
COM:	14	

Age: 24
Height: 4′2″
Weight: 245#
Family honor: 29
Personal honor: 54
NPC reaction modifier: 0%
Family reaction modifier: 20%
Alignment: NG
THAC0: 16
AC normal: 1
AC rear: 4
Armor type: Haramaki-do of quality +1, Suneate, Kote, Haidate, Haniburi
Hit Points: 76
Attacks: 1

Languages: Forest, Trade, Steppe
Weapon proficiencies: No-dachi (two-handed sword), Horse Bow, Hand Axe, Harpoon
Weapons carried: No-dachi +1, two hand axes, horse bow, harpoon
Non Weapon proficiencies: Horsemanship, Tracking, Winter Survival, Fishing, Chanting (X2), Music (Flute)

Barbarian Skills

Climb	Hide	BP	DI	DM	Leap
90%	56%	30%	30%	55%	15+1d6′

Magic Items: *oil of slipperiness*
Money: 3 gems (300 tael each), 100 yuan

Your village's tradition requires all children, upon reaching adulthood, to leave for one year to live independently. At the end of your year, you returned to find your village gone. A few villagers had survived to tell of a terrible typhoon that struck in the night just a few months before your return.

With no family or village left, you set off for the one place that might still welcome you. Your parents had a friend, Tormac, who lived on the steppes. When you were small you spent a summer with Targon and Torgul, Tormac's sons. You had become good friends with Torgul and his brother. You are now one of Torgul's trusted lieutenants.

Targon: When you found the horse nomads, Targon helped you adapt and learn the skills of the steppe people.
Chai Duc Ming: The Ming family has produced famous leaders for years, and Chai Duc's no exception. Long a captain in the Imperial Guard, she is said to be very brave in battle and fair to her prisoners.
Kani: Stories describe Kani as a grim, older woman with immense power. True, she may have immense power, but after talking with her a while, she doesn't seem to be much older than you are. Her bald head and her intense manner may be why she seems older than she really is.
Chung: Chung was a missionary to the Khan for three years and is his choice as the Shukenja to perform the wedding ceremony. During the short time he spent on the plains Chung proved to be a very holy man and a great healer. But, he spent most of his time with Torgul, so you never got a chance to talk to him before now.
Thong: The tales you have heard about Thong tell of a woman obsessed with pushing herself to her limits. You have heard of her running days without rest, even leaping up the side of mount Maji. Thong is unusual, but you have seen worse behavior.

When you were given this mission you were warned there would be many enemies both native and foreign. This doesn't bother you. You were sent to protect the priest and the princess from anything that might harm them. If any harm came to them, the reputation of your monastery would suffer and you would lose honor before the emperor.
Targon and **Nook:** Leaders of the steppe raids on the border, these fellows have gained a reputation for brilliant leadership and elusiveness. Their talents and bravery have earned them the respect of many leaders in the emperor's armies.
Chai: General Chai Duc Ming scored the highest marks for military ability in her qualification exams. The Ming family adopted her to replace a son who had died in battle. That adoption allowed her to join the Imperial Guard. Once there, she advanced until she reached the rank of captain over the Blue Banner Regiment.
Chung: Chung is a priest of The Way of Enlightenment and is respected in religious circles for his wisdom and powers. While Chung was a missionary to the Khan, the emperor sent his proposal for the wedding through him. This involvement has gained him enemies inside the empire and out. That's why they picked you, to insure that he is alive to perform the wedding.
Kani: The wu jen, Kani Mukei, is a maverick and a hermit. Some say she travels to far Gajin lands to get her powers. This might be true. Her height and thinness make her seem Gajin, but her manner and honor quickly dispel any suspicions.

Nook: You asked to take Nook along. He is your faithful friend and Torgul's lieutenant.

After his village was destroyed by a typhoon, Nook came to join your tribe. His parents and your's had been friends for years, and Nook had already spent a summer with your family. Nook was at a disadvantage when he first arrived. Although fully grown, he did not have the skills necessary to survive on the steppes. You helped teach him those skills.
Kani: You met Kani when you were young. She was wandering the plains alone, on some pilgrimage. Since you had no idea what a wu jen was, let alone what one did, you spent a long afternoon with her discussing the local wildlife.

When you first saw magic used, you felt that it was a great evil. Since then you've realized that it's not magic, but the wielder who is the source of evil. If you have to travel with a wu jen it's nice that it's Kani.
Chai Duc Ming: The Ming family has produced famous leaders for years, and Chai Duc is no exception. A captain in the Imperial Guard, she is said to be brave in battle and fair to her prisoners.
Chung: Missionary to the Khan for three years, Chung is the Khan's choice to perform the coming wedding. He relayed the marriage offer and has carried other messages for the emperor. He has spent hours debating religion with your brother, trying to convert him. You think Chung is a very holy man and a great healer.
Thong: Thong is a woman driven by the need to improve herself. You've heard tales of Thong standing alone in a raging typhoon, wearing only a loincloth, and running for days across the steppe without rest.

Chai Duc Ming

8th Level Human Female Samurai

STR:	17	*+1 Hit, +1 Dmg, 850 coins, Doors: 1-3, bb/lg 13%*
DEX:	15	
CON:	14	*SS: 88%, RES: 92%*
INT:	15	
WIS:	15	
CHA:	15	*+15% reactions*
COM:	17	*+17% reactions, fascinate males WIS 9 or less*

Age: 29
Height: 5'7"
Weight: 145#
Family honor: 56
Personal honor: 78
Alignment: LN
NPC reaction modifier: 80%
Family reaction modifier: 10%
THAC0: 13
AC normal: 0
AC rear: 1
Armor type: O-yori of quality +1
Hit Points: 46
Attacks: 3/2

Languages: Shou Lung, Trade, Kazakuran
Weapon proficiencies: Katana (specialist), Daikyu (specialist), Wakazashi, Dagger
Weapons carried: Katana, Wakazashi, Dagger, Daikyu of Quality
Non Weapon proficiencies: Horsemanship, Etiquette, Calligraphy, Painting, Poetry, Noh, Music (Biwa)
Ki Abilities: Raise STR to 18/00 for 1 round (8/day)

Magic Items: *Wonderous writing set, potion of extra healing, potion of speed*
Money: 40 ch'ao, 30 yuan

Your original family members were powerful merchants in the logging village of Shingtei. But, since you were born the youngest of 9 children in your family, it was decided that once you were old enough you would leave the family and go into whatever career the Imperial Examination System recommended.

When you took your examinations, you were very surprised when you found out that you were well suited for the military. When the famous samurai General Chou Ming saw how highly you scored on your exams, he adopted you into his family. But adoption is just like ying and yang, you gain the bad with the good, enemies as well as allies.

One enemy is Bo Lei Ping, the minister of war. He is an evil man, and has given your adopted father political trouble for years.

Chung

8th Level Human Male Shukenja

STR:	15	*550 coins, Doors: 1-2, bb/lg 7%*
DEX:	11	
INT:	16	
WIS:	18	*+3 ST adjustment*
CON:	15	*SS: 91%, RES: 94%*
CHA:	15	
COM:	15	

Age: 45
Height: 5'2"
Weight: 140#
Family honor: 20
Personal honor: 45
NPC reaction modifier: 0%
Family reaction modifier: +10%
Alignment: LG
THAC0: 16
AC normal: 6
AC rear: 6
Armor type: Jingasa
Hit Points: 46
Attacks: 1
Spells/day: 6,5,2,1
Languages: Steppe, Trade
Weapon proficiencies: Pale Wind (martial art,#At 2/1), Weapon Catch, Instant Stand, Mental Resistance, Missile Deflection, Ironskin
Weapons carried: Jitte
Non Weapon proficiencies: Religion, Calligraphy, Gaming, Heraldry
Ki Abilities: +3 saving throw (8/day)
Magic Items: *Mirror of curing (4 heals), Mallet of Luck, scrolls: resist, pacify, cure serious wounds* (x3), *cure disease* (x2), *detect disease, potion of invisibility*
Money: 25 ch'ao, 200 fen

It was your idea to be a missionary to the Torgul Khan. The three years spent discussing the tenets of your religion may not have converted the Khan yet. But it has helped to bring peace on the border. When you were told of the wedding, you were more than happy to accept the mission to go back to the steppe people and marry the princess to the Khan.

Kani Mukei

8th Level Human Female Wu Jen

STR:	13	*450 coins, Doors: 1-2, bb/lg 4%*
DEX:	16	*+1 React/Attack, −2 AC*
CON:	12	*SS: 80%, RES: 85%*
INT:	18	
WIS:	18	*+3 ST bonus*
CHA:	14	*+10% reaction adj.*
COM:	16	*+16% reactions, fascinate males WIS 8 or less*

Age: 38
Height: 5'10"
Weight: 130#
Family honor: 15
Personal honor: 37
NPC reaction modifier: 0%
Family reaction modifier: +10%
Alignment: NG
THAC0: 19
AC normal: 2
AC rear: 4
Armor type: bracers of defense AC 4
Hit Points: 25
Attacks: 1
Spells/day: 6,5,2,1
Languages: Shou Lung, Trade
Weapon proficiencies: Shuriken, Kau sin ke
Weapons carried: Kau sin ke, Spike Shuriken
Taboos: cannot eat meat, cannot have hair on head
Non Weapon proficiencies: Calligraphy, Origami, Etiquette, Noh, Jeweler, Poetry, Read/Write; Yuan-ti, Kozakura
Ki Abilities: +3 to reaction roll or lvl 1-5 spells can be cast at their maximum (eight/day)
Magic Items: *Paper of forms* (5), *seal of vigor, scrolls: comprehend languages, prestidigitation, wall of fog, disguise, memory, potions: invisibility, extra healing, sweet water, oil of etherealness*
Money: 280 ch'ao, 300 yuan

Spell List

First Level Spells

Chameleon	Cloud Ladder
Detect Magic	Elemental Burst
Hail of Stone	Hypnotism
Magic Missile	Prestidigitation
Read Magic	Secret Signs
Shield	Ventriloquism
Wall of Fog	Water Protection

Second Level Spells

Apparition	Bind
Detect Evil	Detect Invisibility
Enchanted Blade	Fire Shuriken
Hypnotic Pattern	Ice Knife
Knock	Phantasmal Force
Stinking Cloud	Wind Breath

Third Level Spells

Cloudburst	Disguise
Dispel Magic	Face
Fire Rain	Haste
Improved Phantasmal Force	Steam Breath
Statue	Wood Shape

Fourth Level Spells

Confusion	Dimension Door
Elemental Turning	Minor Creation
Shout	Transfix
Wall of Bones	

You were performing research into the magical properties of gold when you found the title of a book that might have what you are looking for. After a short search, you found that the Ministry of Lost Magic had the only surviving copy of the book. They promised to let you look at it — if you help guard the princess as she travels to her wedding.

Targon: Some time ago, while on a pilgrimage, you stopped to talk to a young male barbarian about the plants and animals of the steppes. You were surprised when he didn't show the usual barbarian hatred of spellcasters. You thought you would never see him again, but he's the groom's brother.

Nook: When you greeted Targon you thought he had a bear with him. When the pair came closer, and you spoke to your old friend, you noted that the "bear" was a korobokuru.

Thong: Most monks spend years locked in their monasteries. Thong has always strived for new ways to test her physical limits. Thong has also studied with some of the finest philosophers for a mental challenge.

Chung: Chung is famous for both starting and stopping a religious war in Yangchee province. He was visiting a temple in Yangchee when a religious argument quickly escalated to a full scale war. It took years to resolve the conflict. After that he devoted himself to stopping wars. His latest effort was persuading the Torgul Khan into a marriage of peace between the empire and the Horse Nomads.

Chai: Chai Duc Ming is a brave leader who does as well in the Imperial court as she does in battle. When she was young she took the Imperial exams and did well enough in the military tests to be adopted by General Ming.

Targon: The Kahn's brother, Targon, is level headed and serious. He does not boast of his prowess in battle or take advantage of others less fortunate than himself. Targon is a good aide to his brother. Where the Khan Torgul likes politics, Targon prefers to lead men into battle.

Nook: Nook is built like the whales his village hunted for food. You are not really sure if he is as dumb as he appears. You have seen him best others in many debates with his earthy manners.

Chai: Chai Duc Ming is a brave leader, she does well in the Imperial court and in battle. At a young age she took the Imperial exams and did so well in the military tests that she was adopted by General Ming.

Thong: Thong is a good example of the perfection of body and mind that monks strive so hard to achieve. While her way of life seems extreme to you, you respect her goals and the lengths she has traveled to reach those goals.

Kani: The wu jen, Kani Mukei, is a maverick and a hermit. She disappears from public view so often that some say she must travel to far Gajin lands to get her powers.

The other enemy is Ping Lo, one of the general's sons. When you were adopted Ping Lo felt threatened. To get rid of you, Ping Lo shot a humming bulb arrow over your patrol, giving you away. The enemy saw your patrol and attacked. Luckily, General Ming attacked and routed the enemy from the field before you were killed or captured. Later, Ping's humming bulb arrow was found. Dishonored, Ping lost his samurai rank and his father disowned him. Blaming you for his troubles, he swore to be your enemy for life.

Recently, the general called you to his home and told you of the wedding between the Kahn and the emperor's daughter. He personally asked the emperor if you could head the bride's escort. The emperor happily granted you the honor.

General Ming told you to meet your comrades at the Grilled Mutton Inn. From there, you are to travel to the Ch'ing Tung River and board the sampan of Master Ho. Master Ho will take you down river to the capital. From there, you are to escort the princess and her dowry to the border.

Targon: Who hasn't heard of Targon, the steppe barbarian? He is the Khan's younger brother, and has lead some raids into the empire. He is an experienced and fearless warrior, and you are glad to have him on your side.

Nook: Tales say that Nook was originally from the forest coast north of the empire. He is a veteran of many raids and battles, and his strength is legendary. Though he may lack social graces, his strength and battle experience will be useful if you run into trouble.

Thong: The tales you have heard about Thong speak of a woman driven to improve herself. She has stood alone through typhoons and run for days without rest. She also has debated with the sages of the empire. You are looking forward to meeting her.

Chung: Chung is famous for both starting and stopping a war in Yangchee province. When he visited a Yangchee temple, a religious argument quickly escalated to a full scale war. It took him two hard years to restore peace. Since then he has devoted himself to peace. He was involved in persuading the Torgul Kahn to accept a marriage of peace between the empire and the steppe people.

Kani: The wu jen, Kani Mukei, is a maverick and a hermit. Some say she travels to far Gajin lands to gain knowledge and power. Others say she gets her powers from great spirits. Her unusual looks give her an air of mystery and make her stand out in a crowd.

Blue Banner Guardsmen (20): AL LN; Move 12″; Bu 1; hp 9 each; AC 5; THAC0 20; #AT 1; Dmg by weapon; Size M; Int Average; Sts 13; Stw 12

The Bushi are armed with spears and bows. They are completely loyal to Chai, who is popular and well known for her leadership ability.

Sohei (30): AL LN; MV 12″; HD 1; hp 7 each; AC 5; THAC0 20; #AT 1; Dmg by weapon; Size M; Int Average; Sts 15; Stw 14

The sohei are quiet and serious fighters armed with long swords and naginatas. They have been in many battles together, and are fiercely loyal to each other and proud to serve with the PCs.

Maids (10): AL N; MV 12″; HD 0; hp 3 each; AC 10; THAC0 20+; #AT 1; Dmg gunsen; Size M; Int Avg; Sts 19; Stw 18

The maids were picked from the most beautiful women in the empire, and are from the most influential families in Shou Lung. They are not used to hardships or violence. They will panic in any emergency and make general nuisances of themselves. The princess has statistics identical to her maids, and her temperament is similar.

Bearers (50): AL N; MV 12″; HD 0; hp 5 each; AC 10; THAC0 20*; #AT 0; Dmg None; Size M, Int Avg to Low; Sts 19; Stw 18

The bearers will carry litters for the princess, her maids, and the supplies. They also do the cooking other chores as needed. The bearers can travel 10 miles a day (unless force marched, see DMG page 49). It is 200 miles to the border and the rendezvous with the khan.

Get a marching order from the players. They must account for the PCs, the princess and her maids, all the bearers, and the bushi and sohei. The road is wide enough for five people to march side by side.

Encounter 7: On the Road to the Border

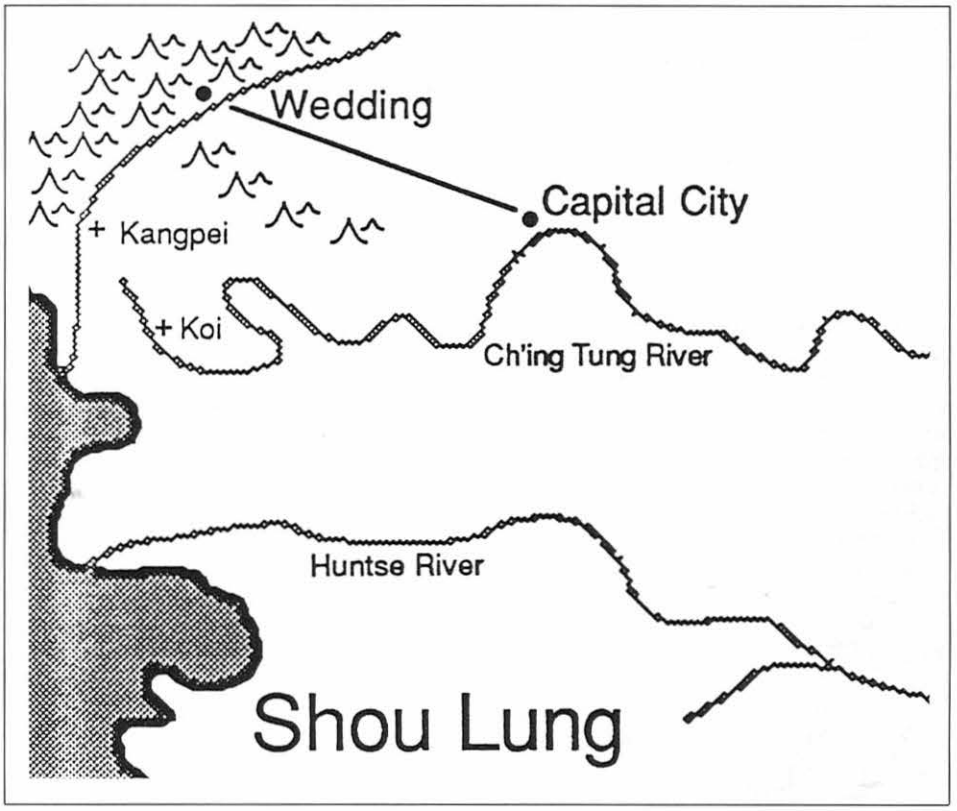
Roll for random outdoor encounters twice per day during the trip.

You are eight days out from the capital, you have passed a few cities and towns. The towns are starting to turn to villages and even these are getting farther apart as you proceed. Each day mounted messengers from the capital have overtaken you, picking up reports and delivering messages from the emperor. Today's message from the emperor is disturbing:

"Be careful, my sources have told me that the minister of war may be involved in a plot to stop you. I have not been able to confirm or disprove this, nor do I know when or where you will be attacked, if you are to be attacked at all. Be on your guard."

On the twelfth day from the capital, you find yourselves in flat farmland with scattered villages, a few stretches of rolling hills, and small clumps of trees. You have been making good time.

Just before dusk you see a small group of horsemen riding toward you over the fields to the north. There seems to be about about 50 of them. As they ride closer, you can see that they are wearing the untidy armor of bandits. Other than a clump of trees 50 yards to your south, there is no cover anywhere. It looks like you'll have to fight.



Bandits (50): AL CE; MV 18″; Bu 1; hp 7 each; AC 6; THAC0 20; #AT 1; Dmg by weapon; Size M; Int Average; Sts 13; Stw 12

The bandits have been hired by the minister of war's ally, the ninja patriarch. The bandits' orders are to create a diversion so the ninja can kidnap the princess. Unbeknownst to the ninja, however, one of the bandits is actually a yuan ti who has joined the bandits in order to get sacrifices for its deity. If the ninja successfully steal the princess, the yuan ti and its allies will ambush the ninja and take the princess.

The bandits are armed with daikyu and battle axes. The ride toward the wedding party until they are within medium range for their bows. They fire, then turn and ride away. They repeat this maneuver as many times as they can get away with it. Ten bandits fire humming bulb arrows to frighten the bearers and maids. The bandits avoid melee with the vastly superior wedding party. They panic and flee if Chai charges them.

The first volley of arrows is enough to cause panic. The bearers drop their litters and flop onto their bellies to escape the arrows. The princess and her maids

scramble out of the litters and scurry into the woods where the ninja and the yuan-ti are waiting. A bushi rushes to Chai's side, asking for instructions.

Ninja (26): AL LN; MV 12″; Ni 5; hp 18 each; AC 8; THAC0 13; #AT 2; Dmg by weapon; Size M; Int Average; Sts 13; Stw 12

The ninja are armed with ninja-tos and blowguns. The blowgun darts are coated with a sleeping drug (save vs. poison at −3 or sleep for 1d8 turns). When the princess and her maids enter the trees the ninja rise out of the underbrush and surprise them. The darts quickly put the women to sleep. Two ninja grab the princess and escape on light horses, leaving the maids behind. The remaining ninja stay behind to delay pursuers. They fight to the death.

Encounter 8: Tracking the Kidnappers

> The mounted ninja leave a clear trail through the woods, but it ends abruptly in a clearing. There you see two frightened horses and three dead bodies. Only two of these are ninja. The third appears to be a dead bushi. When you take a closer look at the body, you see that it's not entirely human. Its features have a strangely reptilian cast.

If the PCs search the body the will find a note. The writing is not like the pictograph characters of the oriental language, but a strange flowing and connected writing not used in Kara-Tur. If Kani studies the note, she can read it, though with some difficulty:

I, Hissst Sthpit, charge you, Nisstt Ti Pisst, to find a victim for the upcoming sacrifice at the Spring Solstice. You are to find a female of the highest ranking for our sacrifice to the snake gods. We are all depending on you to help our people regain some of our lost power.

Encounter 9: The Shrine of the Snake God

> While studying the carnage, you hear a screaming roar booming through the trees. It sounds like some gargantuan gate swinging on rusty hinges.

The sound comes from a magical gate opened by the yuan ti. The party can easily trace the sound to its source.

> Following the sound, you quickly find an amphitheater hollowed out of a hillside. An altar at the bottom of the hill has a large oval ring of blue-gray metal standing on edge. Looking through the ring, you see a wall of blackness darker than night. As you ponder this phenomenon, it winks out, letting you see the wall behind the altar. Behind the ring, you see a huge blue-gray bowl with the last wisps of orange smoke drifting out. Before long that, too, is gone. When you look inside bowl, you see broken shards from a glass vial faintly glowing orange. As you watch, the glass shards slowly dim, leaving the glass black and brittle to the touch.

The ring and bowl are a gateway created by the yuan ti ages ago when they ruled the world. Both are made of a strange, dense metal that is impossibly heavy and defies damage. The bowl and ring can be moved with a successful bend bars/lift gates roll. This does not affect the gate, even if it is operating, as long as both objects remain on the altar.

The gate consumes minor magic items for power. A potion, scroll or a +1 dagger is sufficient to start the gate. When the gate is operating, the view through the ring collapses toward the center like a deflating balloon. The void left by the collapse is filled with utter blackness. The collapse is accompanied by a screeching roar that builds until speech between the viewers is impossible.

Creatures using the gate must have a clear mental picture of their destination. Since the PCs have an earnest desire follow the princess they can use the gate to pursue the kidnappers. In future adventures, however, they will not be able to find the valley of the yuan ti (see below), as they do not know its true location.

Encounter 10: The Valley of the Yuan ti

> You have arrived in what appears to be a temple. There is a small altar similar to the one in the amphitheater. Just behind the altar, a large fire smolders in a huge pit. Most of the smoke escapes up a chimney. After a few moments you start to shiver with cold and realize that there is a freezing draft coming from an open doorway, furthermore, the air is thin and difficult to breathe. A glance out the door reveals a snow-covered mountainside. You also notice a row of hooks next to the door. Most are empty, but there is a large fur parka hanging from one of them.

The shrine is thousands of miles to the southeast of the amphitheater, high in the mountains. The mountains are impassable all year round, isolating the valley below. The only way in or out is the gate at the main temple in the valley.

> When you step out into the thin, bitter mountain air you spot a trail beaten through the snow. It leads down the mountain toward a lush, tropical jungle far below.
>
> The jungle stretches as far as your eyes can see. In the distance you see the tops of several large pyramids in various stages of repair sticking up through the treetops.

When the PCs follow the trail, clouds roll in, obscuring the temple and reducing visibility to 120 yards. Two yeti lurk below, lying in wait for anything unfortunate enough the stumble into them. They are invisible in the cloud and automatically surprise the party.

Yeti (2): AL N; MV 15″; HD 4+4; hp 26, 32; AC 6; THAC0 15; #AT 2; Dmg 1-6/1-6; Size Large; In Average; Sts 14; Stw 13 SA a roll 20 on a claw hit causes 2-16 points additional damage from chilling squeeze, gaze causes save vs. paralyzation or held rigid with fright for 3 rounds.

Encounter 11: The Trail

It takes the party a day to reach the base of the mountain. As they descend, they find the weather changing from bitter cold to hot and steamy. Their quarry's tracks lead them to a jungle trail heading toward the pyramids they saw from the mountainside.

> The kidnappers' trail has led you to a village. Except for the architecture, it looks like any farming village back in Shou Lung.
>
> A small 20-foot high pyramid rises from the village square. It has altar that looks just like the altar in the mountain shrine. A post near the altar has a document tacked to it.

The document says: "On the night of the full moon, at the stroke of midnight, the human will be sacrificed to the snake gods. This sacrifice will please the snake god, and his happiness will make us more powerful and help us in our fight against the heathens."

The village is deserted. Targon and Nook can tell that the villagers have gone down the road toward the center of the valley and the pyramids.

After an hour's walk down the road, the party comes to another village. There are still four yuan ti here.

> A group of creatures, each with a snake tail and snake arms, challenges you.
> "You there, better get a move on, the ceremony is in four days! Why aren't you dressed in your robes for the big sacrifice?

Allow the PCs to respond.

> "They aren't of the true people. They're all heathens. Kill them!"

Halfbreed Yuan ti (4): AL CE; MV 9"; HD 7; hp 35, 36, 33 and 39; AC 4/0; THAC0 13; #AT 3; Dmg 1-6/1-6/1-4; Size M; In Above Average; SD tails and arms AC 0.

After defeating the yuan ti the PCs can use the robes to disguise themselves.

Encounter 12: Rescuing the Princess

> Four days later, the trees thin out and you see a great city. Though there are still many trees, you can see the same pyramids you saw from the mountain side. You are running out of time, tonight is the full moon and the rendezvous is tomorrow.
>
> Even before you enter the city, you encounter huge crowds of reptilian people on the road. They are all headed for the pyramids.

If the PCs are patient, they can ambush some stragglers and get enough robes to disguise everyone. A group of 1d4 halfbreed stragglers appears every 1d3 turns. Once disguised, the yuan ti will take the PCs for purebloods. If the party joins the crowd dressed in their normal clothing, they will draw suspicious stares and angry comments. If they keep moving, however, they will avoid trouble.

> After pushing through the crowds, you finally come to the center of the city. There you find a large, open plain baking in the equatorial sun. Five pyramids dominate the plain. One sits at each compass point, with a larger pyramid in the center. The crowds are gathering around the central pyramid, dressed in bright, festive garb. Several very human-looking priests in saffron robes and a number of completely snake-like creatures crawl over the pyramid. As you arrive, the princess is carried up a ramp to the altar atop the pyramid.

Colorful street robes are available from street vendors if the players are looking for yuan ti clothing. Even if they are not, a vendor approaches them. He speaks in an ancient, barely understandable dialect of trade: "It seems some of you have left your homes in such a hurry you forgot to bring along your best robes. Well, on such an important occasion as the sacrificing of a heathen, you must look your best. Otherwise you will not be allowed up to see the victim. Step right over to my shop and we'll see what we can do for you. Hey you. The tall one. I think I have something that might fit you."

If the party hesitates, the vendor will start to treat them like country bumpkins. He will charge at least quadruple book price for his wares (his normal prices are double book value, see OA page 39) and will add charges for special tithes and taxes and anything else he can make up. If the party objects the extra charges, the threatens to call the guards and report the party for heresy and tax evasion.

The chaos associated with the ceremony will be the PCs' greatest ally. They can snoop about as much as they like. When challenged by the guards, they will be able to shake any suspicion by just acting peacefully. Yuan ti guards are interested in keeping the crowd peaceful. They are not looking for heathen humans, but are looking for drunk and disorderly yuan ti.

Yuan ti guards (4) AL CE: MV 9"; HD 8; hp 48, 50, 43 and 42; AC 4/0; THAC0 13; #AT 2; Dmg mancatcher; Size M; In Above Average; Sts 13; Stw 12

The guards do not appreciate loiterers, especially near the main pyramid: "Hey, you folks stop gawking and keep moving along. You are blocking the way." If the PCs move along there will be no trouble and the guards will go on their way. If the PCs are still dressed in their own clothing the guards are even more irritated: "Where is your respect? By both forks of your grandmothers' tongue, get some proper clothes!"

If the party tries to fight or cause trouble the guards will threaten them with arrest. If that doesn't send the PCs on their way the guards will arrest them. If a fight starts, one additional group of guards will arrive up every even numbered round until the PCs are captured or killed. If arrested, the party can buy its way out for 200 tael, provided there has been no fighting.

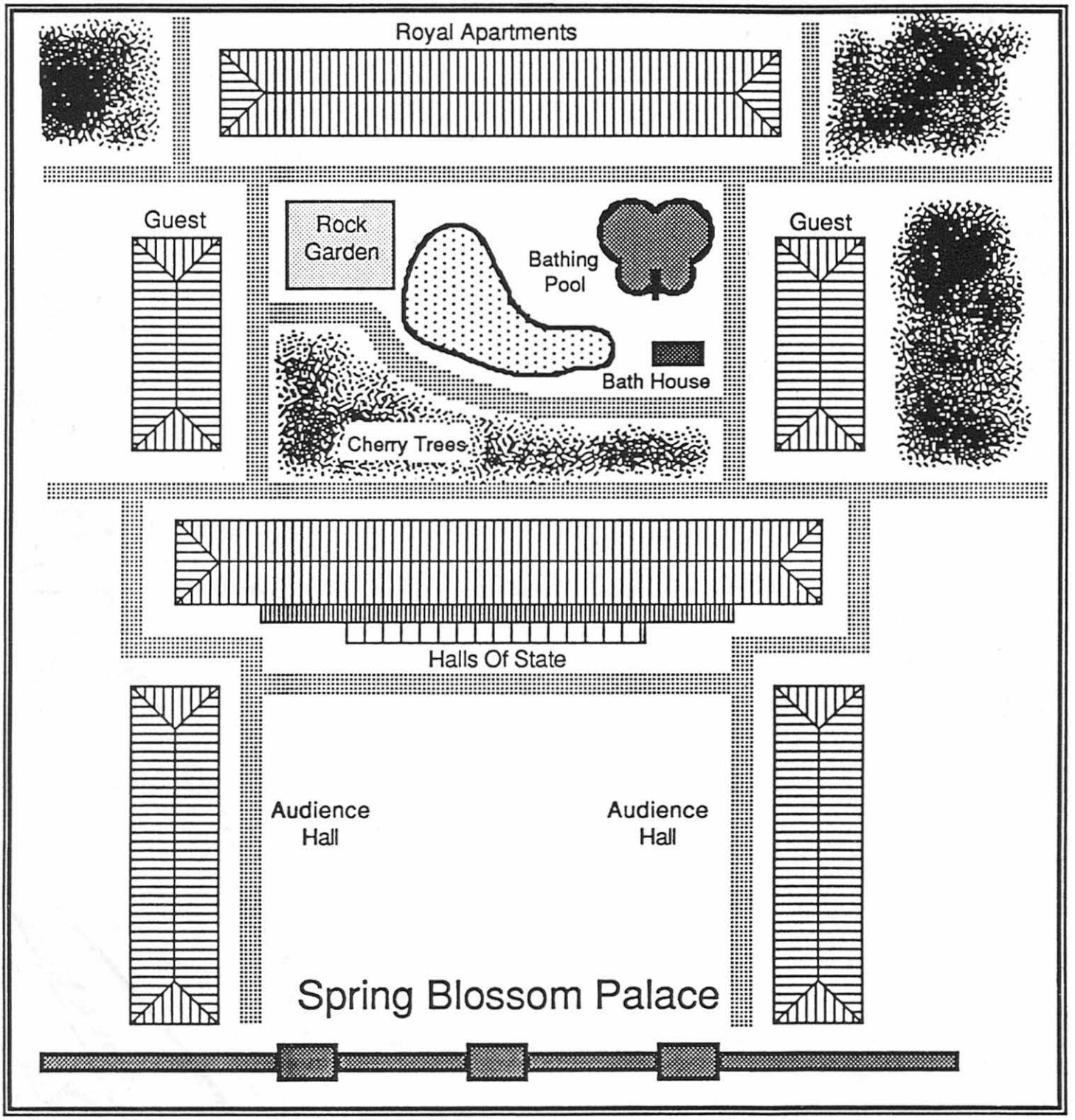
When the party gets closer to the central pyramid, they see a queue up the side of the pyramid. The line is for the faithful to see the victim before the sacrifice. If they join the line they will eventually get to the top of the pyramid. From there the party can see there are easily a hundred thousand yuan ti in the valley. They also get a good look at the princess and her guards.

> The princess is tied to a large, familiar-looking altar with a tether. She has passed out. The yuan ti hiss and make insulting gestures as they walk by. Fortunately, there is a larger version of the teleporter gate you used to get to this valley not far from the altar. Four human-headed, snake bodied creatures guard it. Three groups of similar snake headed creatures patrol the pyramid's summit.

Gate guards, Abomination Yuan ti (4): AL CE; MV 9"; HD 8; hp 34, 38, 20, 22; AC 0; THAC0 12; #AT 3; Dmg 1-6/1-6/1-4; Size M; In Genius; Sts 13; Stw 12; SA once per day *cause fear, darkness 15' radius, snake charm, sticks to snakes, neutralize poison, suggestion, and polymorph other.*

Summit guards, Abomination Yuan ti (12): AL CE: MV 9"; HD 8; hp 36 each; AC 0; THAC0 12; #AT 3; Dmg 1-10/1-4/1-8 Size M; In Genius; Sts 13; Stw 12

When the PCs use the gate, ask them where they want to go. They must have a clear mental picture of their destination or the gate will not function.


Royal Apartments
Guest
Rock Garden
Bathing Pool
Guest
Bath House
Cherry Trees
Halls Of State
Audience Hall
Audience Hall
Spring Blossom Palace

The Living City

Volodar's Stardust Inn

by Christopher J. Allen

"The Living City" is a continuing feature in the POLYHEDRON™ Newszine through which members can share their best fantasy city material with the rest of the Network. All submissions will eventually become part of TSR, Inc.'s series of LIVING CITY fantasy play-aids. If you have a building, business, encounter, or personality that adds some spice to your campaign's "town business" we'd like to see it.

This is one of the best hotels in Ravens Bluff, and it has an excellent casino as well. The owner, Volodar Celdonmen, and his wife and three children live in apartments on the second floor.

First Floor

1. Lobby/Registration Desk

This pleasant room has a registration desk in one corner. There is a rack of keys behind the desk and pigeonholes for the guests' mail. The room is furnished with comfortable chairs and a few small tables with light reading material placed upon them. The desk is usually staffed by a 0-level hotel employee, though Volodar himself will occasionally be there. 2-8 0-level bellboys will be found here as well. Room prices (per day) are as follows:

Regular room: Single, 15 sp
Double, 21 sp
Additional person, 4 sp

Suite: Single, 3 gp
Double, 5 gp
Additional person, 1 gp

Common room: 5 sp/person

Occasionally, high-rolling casino patrons may be "comped" — that is given free room and meals in return for playing in the casino for a certain amount of time or with a specified amount of money.

2. Manager's Office

This is where Volodar spends most daylight hours. The hotel safe is here; it is trapped with a poison needle (save at -2 or be paralyzed 1d6 hours). The hotel keeps 1,000-3,000 gp here in addition to guests' valuables.

3. Head Chef's Office

Agelmund, the head chef, is here when he isn't supervising the kitchen staff. He keeps 10 gp in his desk.

4. Auxillary Kitchen

This kitchen is used when the dining room is exceptionally busy (the main kitchen is in the basement). Agelmund also uses it to try new culinary creations. A service elevator is in one corner.

5. Dining Room

Meals are served here at a 60% mark-up over the prices given in the Players Handbook; patrons may also order drinks from the bar (room 7). Reservations are required from 6:00 to 11:00 p.m. (enforced by a maitre d'hotel at the door). A 15% service charge is added to each bill. Room service costs an additional 20% of the meal charged, not counting the 15% service charge. There are four waiters (Volodar does does not believe in having serving wenches in his establishment, too much trouble from male customers) always on duty in the dining room, which stays open 24 hours a day. In addition, two wine stewards and eight busboys (all 0-level) are on duty.

6. Freight Elevator

This elevator is used to carry food, drink, and other supplies from the loading dock in the basement. It is operated by a hydraulic pump and is capable of lifting 15,000 pounds up to 10 feet (the vertical distance between the loading dock and the street).

7. Night Club

The bar serves drinks at a 75% mark-up over the prices given in the Players Handbook. A cover charge of 1 gp per person is assessed. Shows are primarily vaudeville (stand-up comedians, jugglers, sword swallowers, would-be magicians, etc.) with some high-class acts (ala Moulin Rouge) added when available. The wooden stage (7A) is 6′ high.

8. Stage Door

The guard here insures that only performers and their guests enter the stage or dressing rooms.

Guard: 1; AL LN; SZ M; MV 9″; AC 5; STs 14; STw 13; F5; hp 34; THAC0 16; #AT 3/2; Dmg by weapon +2 (specialization bonus).
Equipment: chain mail, long sword.
Special Abilites: Long sword specialist (+1 "to hit" +2 damage, attacks 3/2).

9. "Green Room"

This is the performers' lounge. Actors meet their guests here. The room is functionally furnished with low tables and soft chairs.

10. Dressing Rooms

Each room (A,B,C) has a mirror, a make-up table, some chairs, and a rack for clothes and costumes. Each room contains 1-20 gp.

11. Laundry

There are several 30-gallon washtubs here. Clothes and linens are taken outside to dry on lines after washing. Hotel guests may have their laundry done at a cost of 12 cp per pound or fraction, excluding tip.

12. Elevator Lobby

Each of the three elevators can hold three people in addition to the operator. The maximum load is 5,000 pounds.

13. Casino

Volodar makes about 60% of his money from the casino. Each cashier's cage (A) has 3,000-9,000 gp in a safe, trapped with a poison needle (save at −2 or be paralyzed 1d6 hours). Each cage also has chips and markers representing about 50,000 gp. Another 100-3,000 gp is on hand at the desk. The casino keeps only enough funds to handle the needs of the "average" player; the remainder is kept in the casino's bank account. Winners will be paid in bank

drafts if necessary. Excess cash is taken to the bank every hour, on the hour, by armed courier. Security is very tight: there are 25 bouncers on guard in the room, all highly visible and openly armed. In addition, men in room 18 watch the casino using *clairvoyance* and *clairaudience*. Each of the six pits (B-G) is manned by a pit boss and two floormen (all 0-level) in addition to the personnel needed for each game. Pit B contains blackjack tables. Craps is played in pit C, chuck-a-luck in pit D, boule in pit E, cup-and-pea in pit F, and baccarat in pit G. (See **Casino Games** for an explanation of the latter four games.) Area H contains 13 slot machines (use the rules in Appendix F of the Dungeon Masters' Guide, 1 gp/play). Area I has 11 more slot machines. A random assortment of people always can be found in the casino, which is open 24 hours a day. The DM is free to populate the casino as desired.

Minimum/Maximum Bets:

Pit B	1sp/100gp
Pit C	5 sp/25 gp
Pit D	1 sp/10 gp
Pit E	10 sp/100 gp
Pit F	1 sp/10 gp
Pit G	10 sp/500 gp

Bouncers: 25; AL LN; SZ M; MV 9″; AC 5; STs 14; STw 13; F5; hp 29 each; THAC0 16; #AT 3/2; Dmg by weapon +3 (specialization bonus).

Equipment: chain mail, long sword.

Special Abilites: Long sword double specialist (+3 "to hit" +3 damage, attacks 3/2).

Second Floor

Each private room and suite has a bell pull to summon bellboys (for room service, laundry, etc.).

14. Linen Room

Dirty linen is brought here to be sent to the laundry below; clean linen is brought up to this room to be folded.

15. Happiness Suite

16. Felicity Suite

These suites are furnished as shown on the map. Each suite is brightly painted in yellows, blues, and greens; fresh flowers are placed in the many exquisite vases (value 50-100 gp each). The finely-crafted rugs are as bright and cheery as the walls; they are worth 500 gp. Each bedroom has two large chests for personal effects. The suites are the most popular rooms in the hotel, and advance reservations are nearly always required.

17. Volodar's Apartments

These are the private quarters of Volodar Celdonmen and his family. Volodar, a gray elf, has done quite well financially, and his quarters reflect this.

A. There are many rare and valuable objects d'art in the living/dining room. The fireplace is made of marble; it weighs 950 pounds and is worth 500 gp. Over the mantle are three exquisitely designed vases worth 200 gp each. A bearskin rug worth 350 gp is on the floor before the fireplace. Two mahogany tables, one large and one small, and 16 mahogany chairs are in the room. The large table is worth 1,000 gp; the small one, 500 gp; and each chair, 150 gp. The couch is stuffed with down and is worth 200 gp.

B. Volodar and his wife, Meroflede, sleep in this room. In the northeast corner is Meroflede's vanity, which holds a tortiseshell brush and comb set worth 70 gp and various cosmetics worth 120 gp. Meroflede's chest, against the south wall, contains clothing worth 550 gp and a gold necklace worth 300 gp. Volodar's chest, at the foot of the bed, contains ordinary clothes. A secret compartment in the bottom of the chest holds Volodar's spell books and a *wand of flame extinguishing* (32 charges). The book is trapped with *explosive runes.*

C. Volodar's eldest daughter, Stefanida, lives here. Her chest contains various items of clothing and her spell book.

D. This is the bedroom of Volodar's twin sons, Chilperic and Marovech. Each boy has a chest for clothes, toys, and games.

Half Elves: 2; AL LN; SZ M; MV 12″; AC 8 (no armor, dexterity bonus); STs 19; STw 18; F0; hp 3 each; THAC0 20*; #AT 1; Dmg pummel.

18. Security Observation Post

This room is used to observe the casino to be sure that no cheating — by players or employees — goes on, and to help thwart robberies. Three house employees are always on duty here in four hour shifts. The men wear helms which give them *clairaudience* and *clairvoyance.* The helms work only in this room, and their powers extend only to the casino.

House Employees: 3; AL LN; SZ M; MV 9″; AC 5; STs 16; STw 15; F3; hp 17 each; THAC0 18; #AT 3/2; Dmg by weapon +2 (specialization bonus).

Equipment: chain mail, long sword.

Special Abilites: Long sword specialist (+1 "to hit" +2 damage, attacks 3/2).

19. Broom Closet

This is an ordinary broom closet containing cleaning implements and supplies.

20. Common Room

The common room can hold 100 people. Blankets and sleeping mats are stacked in the corners. The two fireplaces are made of plain brick.

21-54. Private Rooms

Each room is furnished with two beds, two chests for personal effects, and a brazier for heating. There is a 40% chance that 5-30 sp will be found in any empty room (tips for the maids).

Basement

55. Maintenance Shop

All maintenance work for the hotel is done here. The elevator mechanisms (except the kitchen elevator, which operates by a winch-and-pulley system) are also here; each operates by a separate hydraulic pump. Various tools are on the two long workbenches along with items needing repair. From 20-80 barrels of oil for the elevator mechanisms (used both as a lubricant and as hydraulic fluid) will be found here; each barrel holds 25 gallons of oil. The oil will burn, but not readily. Oleg Hartsblood, the chief maintenance man, and three 0-level assistants make sure that everything in the hotel works properly.

Assistants: 3; AL LN; SZ M; MV 12″; AC 8; STs 19; STw 18; F0; hp 4 each; THAC0 20*; #AT 1; Dmg by weapon.

Equipment: leather armor, long sword.

56 & 58. Storage Rooms

These large rooms are used to store supplies for the hotel. Several barrels of

wine, beer, hard liquor, and oil for light and heat are here, as well as crates of fruit and vegetables, smoked meats, sacks of flour, soap, towels, linen, and other items. The five sets of double doors are locked between 8 p.m. and 8 a.m.; *magic mouths* on each door (placed by Volodar) will scream "Thief!" for 5 rounds if anyone attempts to pick the locks or force the doors.

57. Main Kitchen

Most of the meals for the hotel are prepared here. Two large closets hold cooking utensils, herbs and spices, and cleaning supplies. Twenty 0-level chefs are at work here 24 hours a day.

Chefs: 20; AL LN; SZ M; MV 12″; AC 10; STs 19; STw 18; F0; hp 4 each; THAC0 20*; #AT 1; Dmg 1-4 (assorted kitchen implements).

59. Loading Dock

Supplies are brought here via the freight elevator (#6). The human dock foreman, Euthymius Orcblaster, guards the storerooms in addition to unloading the wagons bringing supplies.

Euthymius Orcblaster: AL LN ; SZ M; MV 9″; AC 2 (dexterity bonus); STs 14; STw 13; F6; hp 56; THAC0 16; #AT 3/2; Dmg by weapon +7 (specialization and strength bonuses).

S 18/78; I 9; W 18; D 17; C 17; Ch 14; Cms 16.

Equipment: chain mail, long sword.

Special Abilites: Long sword double specialist (+3 "to hit" +3 damage, attacks 3/2).

Assistants: 15; AL LN; SZ M; MV 9″; AC 6; STs 17; STw 16; F2; hp 12 each; THAC0 20; #AT 1; Dmg by weapon.

Equipment: scale mail, long sword.

Volodar's Family and Important Staff

Volodar Celdomen

Male Gray Elf Fighter/Magic-user 7/9

STR: 18/72
INT: 15
WIS: 12
DEX: 15
CON: 14
CHA: 14
COM: 10
AC Normal: 5
AC Rear: 6
Hit Points: 32
Alignment: Lawful Neutral
Weapon Proficiencies: Short Sword (Double Specialist)
Languages: Common, Elven
Height: 5′ 5″
Weight: 148 lbs.
Age: 420
Hair: Blond
Eyes: Violet
Spells/Day: 4,3,3,2,1

Spell Books

Level 1 Spells:

Armor
Burning Hands
Feather Fall
Friends
Light
Magic Missile
Mount
Push
Read Magic
Shocking Grasp
Write

Level 2 Spells:

Continual Light
ESP
Invisibility
Know Alignment
Levitate
Magic Mouth
Ray of Enfeeblement
Web
Tasha's Uncontrollable Hideous Laughter

Level 3 Spells:

Blink
Dispel Magic
Explosive Runes
Fireball
Melf's Minute Meteors
Tongues
Sepia Snake Sigil

Level 4 Spells:

Confusion
Fire Shield
Ice Storm
Wall of Ice
Otiluke's Resilient Sphere
Shout
Evard's Black Tentacles

Level 5 Spells:

Feeblemind
Teleport
Wall of Force

The owner of the Stardust Inn is dapper and youthful. On the rare occasions when he mans the front desk, he greets patrons cheerfully, making all feel welcome. Volodar is a retired adventurer; he realized that he enjoyed the fruits of adventuring, good food, fine wine, and money to spare, far more than the rough life he lead. So, he carefully saved his money and built the inn. Volodar's knowledge of wines and spirits allow him to buy the very best, and his customers appreciate this. Volodar still personally selects all wines and spirits bought for the inn. Soon, his carefully managed profits earned him enough to start the art collection he keeps in his suite. Volodar is popular with his employees, he treats them fairly and is quick to forgive an honest error or lapse. He tolerates no cheating in the casino, however, either from employees or customers.

Volodar wears *bracers of defense* AC 6.

Meroflede Celdomen-Skycloud

5th level Female Human Druid

STR: 17
INT: 15
WIS: 17
DEX: 17
CON: 16
CHA: 16
COM: 14

AC Normal: 4
AC Rear: 7
Hit Points: 32
Alignment: Neutral
Weapon Proficiencies: Scimitar, Dagger
Languages: Common, Druid
Height: 5′ 9 ½″
Weight: 135 lbs.
Age: 29
Hair: Black
Eyes: Black
Spells/Day: 6,5,3

Meroflede is a plain-looking woman who wears practical, nondescript clothing. Not surprisingly, she knows a great deal about plants and animals, especially domesticated animals and cultivated plants. She personally inspects all food bought for the inn. This has made the inn's kitchen as famous as its bar. Meroflede has her own ideas about how the food she buys should be prepared. This often leads to heated exchanges between her and Agelmund, the head chef. The rest of the inn's employees like her very much, however, as she plays mother to them all, resolving disagreements, curing injuries and ills, and making sure everyone pulls his own weight.

Meroflede wears *bracers of defense* AC 7.

Stefanida Celdomen-Skycloud

2nd Level Half-Elf Magic-user

STR: 8
INT: 18
WIS: 8
DEX: 11
CON: 13
CHA: 11
COM: 16

AC Normal: 9
AC Rear: 9
Hit Points: 6
Alignment: Lawful Neutral
Weapon Proficiencies: Quarter Staff
Languages: Common, Half-Elven
Height: 5′ 7 ½″
Weight: 100 lbs.
Age: 16
Hair: Brown
Eyes: Green
Spells/Day: 2

Spell Books

Level 1 Spells:

Charm Person *Feather Fall*
Find Familiar *Read Magic*
Sleep

Although she is 16 years old, Stefanida is still very much a child. She has a brilliant mind, but is not grown up enough to use it properly (hence her low Wisdom score). Stefanida's attention tends to wander — only her father's patient tutelage has kept her interested in magic. Stefanida's other semi-permanent interests are clothing (whatever the fad or fashion she's in it), and the opposite sex (particularly those members called "hunks").

Stefanida wears a *ring of protection +1*.

Agelmund

2nd Level Male Human Fighter

STR: 16
INT: 13
WIS: 15
DEX: 14
CON: 14
CHA: 15
COM: 17

AC Normal: 9
AC Rear: 9
Hit Points: 10
Alignment: Lawful Neutral
Weapon Proficiencies: Knife
Languages: Common
Height: 6′
Weight: 168 lbs.
Age: 51
Hair: Gray
Eyes: Gray

Aglemund always dresses in an immaculate white chef's outfit, and he keeps himself scrupulously clean. He rules his assistants with an iron hand, and tolerates no backtalk or mistakes. He insists that all food produced in his kitchen be prepared and served perfectly. He appreciates the high quality ingredients Meroflede gets for him, but refuses to accept her advice on her their preparation. Often he will pretend to accede to her wishes in order to end an argument then does things his way after she leaves.

Oleg Hartsblood

5th Level Male Human Fighter

STR: 18/71
INT: 10
WIS: 16
DEX: 17
CON: 18
CHA: 13
COM: 15

AC Normal: 2
AC Rear: 5
Hit Points: 41
Alignment: Lawful Neutral
Weapon Proficiencies: Long Sword (Double Specialist)
Languages: Common
Height: 6′ 1″
Weight: 175 lbs.
Age: 31
Hair: Blond
Eyes: Hazel

Oleg is a dandy, even when bedecked in chain mail he manages to dress colorfully, adding yellow leather britches, orange knee boots, a crimson sash, and a blood-red cloak. His long sword and scabbard are covered in brightly polished silver ornaments. Oleg enjoys good times and has an eye for the ladies. Recently, his roving eye lit on Stefanida, and he has concocted a dozen different schemes to get her to notice him. He understands the risks that must accompany any shenanigans with the boss' daughter, and he is preceding cautiously. He is dissatisfied with the pay he receives from his job, and is greedy for more money. The steady flow of money through the cassino tempts him, but he is just honest enough not to consider stealing any of it. At this moment he is satisfied with just doing his job very well, in hopes of receiving a raise from Volodar and tips from the inn's guests.

Casino Games

Here are explanations of some of the games played in Volodar's casino for those unfamiliar with them:

A. Chuck-a-Luck

This game is played with three six-sided dice (3d6). Players bet that a specific number will appear on at least one of the three dice. If the number bet on appears on one die, the player is paid off at even money; if the number appears on two dice, the payoff is at 2-1; three of a kind is paid off at 4-1.

B. Boule

Boule is a game similar to roulette. It is played with a bowl having 18 compartments in its bottom, two each numbered 1-9, and a rubber ball. Players may bet on a specific number (paying 7-1), or on black (1,3,6,8), red (2,4,7,9), even (2,4,6,8), odd (1,3,7,9), high (6-9), or low (1-4), each of which pays off at even money. The 5 functions exactly as the 0 in roulette (all even money bets are forfeit to the bank when the 5 comes up). When all bets have been made, the operator spins the ball around the bowl's rim, where it eventually comes to rest in one of the compartments. A d10 may be used to simulate the throw (reroll zeroes).

C. Cup-and-Pea

This game is played with three cups and a pea. Players bet on where they think the pea will be when the operator finishes mixing up the cups (the pea is under one of them). Winners are paid off at even money. Roll a d6 to determine the location of the pea (1-2 = position 1, 3-4 = position 2, 5-6 = position 3).

D. Baccarat

This game is played with a deck of 52 cards. The special table accomodates 12 players, and only those seated at the table may play. Two hands of cards each are dealt face down and played by house employees; one of the hands is designated "Player" and the other "Bank." Players bet on whether the Player hand or the Bank hand will win (pays even money), or that the two hands will tie (pays 8-1). The house takes 5% "commis-

(Continued on page 30)

New Rogues Gallery

Ravens Bluff Personalities

by Hubert Phillips II

"The New Rogues Gallery" is a continuing feature in POLYHEDRON™ Newszine through which members may share their most interesting characters with the rest of the Network. Referees may use some or all of the characters described here for random encounters, or even build a whole adventure around them. The Newszine welcomes all member contributions for this feature.

Baron Thoden

8th level Male Human Magic-user

STR: 11
INT: 18
WIS: 12
DEX: 10
CON: 14
CHA: 16
COM: 14

AC Normal: 2
AC Rear: 10
Hit Points: 21
Alignment: Neutral Good
Weapon Proficiencies: Dagger, Staff
Special Abilities: Swimming, Mountaineering, Riding
Languages: Common, Elvish, Kobold, Magic, Thorass
Spells/day: 4,3,3,2

Spell Book:

Level 1 Spells

Read Magic
Light
Shield
Unseen Servant
Hold Portal
Magic Missile
Shocking Grasp
Push

Level 2 Spells

Invisibility
Forget,
Detect Invisibility
ESP
Stinking Cloud

Level 3 Spells

Dispel Magic
Monster Summoning I
Hold Person
Fireball

Level 4 Spells

Rary's Mnemonic Enhancer
Wizard Eye

Baron Thoden inherited an estate from his father when local political quarrels prevented anyone else from taking control. Several years before the old baron died, Thoden became an adventurer against his family's wishes and was disinherited. At one low point in his career, Thoden was one of three magic-users working for a kobold clan. While adventuring did not make Thoden wealthy, it did teach him some common sense and tact. He has proven to be a fairly decent administrator, though he is unpopular with a few local dignitaries (particularly the local gnome chief) because of some minor *faux pas* committed just after he took over.

Still single, Thoden enjoys female company and has resisted pressure from his noble friends to marry. He spends his money frugally, and is warm but distant toward all but a few friends. Earning Thoden's trust is no easy matter, since actions speak the loudest to him. An odd sense of humor leads him to use magic for special effects and into a fascination with city intrigue. On several occasions, he has used animated skeletons to guide visitors around. He is not overly impressed with his own power as baron and uses it sparingly.

Thoden is 5′9″ tall, weighs 175 pounds, and is 30 years old. He is more muscular than most magic-users due to his experiences as an adventurer. He has learned the mind can't solve everything. Jogging and swimming are his favorite exercises. His hair is brown with reddish highlights. His skin is a dark tan, and his eyes are a striking violet. He wears a thick, bushy mustache and keeps it well groomed.

Thoden enjoys an occasional party, but prefers small gatherings over large, noisy affairs. News from outside his territory is of great interest to him. Adventurers might find themselves invited to join him at lunch to relate current goings-on. His many adventuring friends often stop and visit with him briefly at his home northeast of the city to keep him informed.

Thoden maintains a baronial militia and a small band of horse archers for defense of the estate.

Lady Debbie Griffin

7th level Female Human Druid

STR: 13
INT: 14
WIS: 18
DEX: 9
CON: 16
CHA: 17
COM: 17

AC Normal: 5
AC Rear: 6
Hit Points: 39
Alignment: Neutral
Weapon Proficiencies: Scimitar, Sling, Spear
Special Abilities: Druid Abilities, *Fly* 7 rounds per day
Languages: Common, Elvish, Thorass, Gnome, Centaur
Spells/day: 6,6,4,2

Debbie is the senior descendant of an old, formerly wealthy family who used to own land around Ravens Bluff, including Baron Thoden's estate. Lady Griffin has a sizable following in the city. She preaches loyalty to the government, but she is waiting for an opportunity to regain her family's wealth. Her chief goal is to regain Baron Thoden's estate. However, she hopes to accomplish this peacefully, as she does not dislike the baron. She is aware of the friction between Thoden and the gnomes, but so far she has not been able to use this to any real advantage. She has established a small circle (see *Cyclopedia of the Realms*,page 39) based near Duke Thoden's estate. The fighters in her circle call themselves the Foresters of Als. Their symbol is a Silver Wolf standing on a brown band.

Debbie's flying ability was a gift from a high-level mage whom she saved from a demon.

Debbie is 29 years old and stands 5″4′ tall. She weighs 115 pounds, and has a graceful, muscular figure. She has intense green eyes, waist-length jet black hair, and golden skin. Her favorite colors are pale yellow, red, and orange. She is never seen without a curved golden dagger attached to her belt. Lady Griffin enjoys intrigue and the competition of city politics. Her followers have established strong sup-

port for her among the lower class and merchant houses. A charming and witty individual, Debbie frequents parties and fairs and often speaks publicly.

Debbie owns a *ring of protection +1, leather armor +2,* a *scimitar +1,* and a *wand of fear*(16 charges).

Master Ladeshar

Retired 3rd level Male Gnome Thief

STR: 12
INT: 12
WIS: 9
DEX: 14
CON: 13
CHA: 15
COM: 11

AC Normal: 5
AC Rear: 5
Hit Points: 14
Alignment: Neutral (Chaotic Neutral Tendencies)
Weapon Proficiencies: Short Sword, Short Bow
Special Abilities: Gnome abilities, Animal Trainer (Hawk)
Languages: Common, Gnoll, Gnome, Treant, Thorass

Master Ladeshar is the representative of the gnome chief. The small tribe is located 20 miles east of the Baron Thoden's estate. The baron accidentally insulted the gnome chief once. The chief now refuses to deal directly with the baron, Master Ladeshar acts as mediator and diplomat when necessary.

Ladeshar is 269 years old, stands 3'9" tall, and weighs 137 pounds. He has white hair, wood brown skin, and bright blue eyes. He fights as a 3rd level thief. However, he has no thief skills. His joints are too stiff for delicate work, and his hands shake uncontrollably.

He is a cousin to the gnome chief, and was sent to the baron's estate so he could experience life in a human community. Being a fun-loving type, Ladeshar has completely engrossed himself in Ravens Bluff. Human nature fascinates him, and he is impressed by the potential of human adventurers. He thinks the right spell-caster might be able to renew his aging joints.

Ladeshar has been trying to understand human politics, using clan money to win friends and influence people in Ravens Bluff. His parties at the baron's estate are known for juicy gossip and deal-making. Ladeshar is always willing to sell information or betray a confidence for a reasonable price.

Ladeshar owns a *short sword +1, elven chain mail,*and *boots of elvenkind.*

Lord Paeon

7th level Male Human Cleric

STR: 11
INT: 19
WIS: 16
DEX: 11
CON: 15
CHA: 13
COM: 14

AC Normal: 3
AC Rear: 5
Hit Points: 35
Alignment: Lawful Good
Weapon Proficiencies: Footman's Mace, Staff Sling, Club
Special Abilities: Healing, Animal Trainer (Eagle)
Languages: Common, Elvish, Thorass, Barbarian
Spells/day: 5,5,2,1

Lord Paeon, a retired adventurer, is one of Thoden's retainers, and one of his strongest supporters. Paeon is also working to gain worshipers for his deity, Helm, in Ravens Bluff.

As a boy, Paeon was orphaned when his fishing village near Tantras was wiped out by a storm. Shortly thereafter he was taken into a monastery and trained as a cloistered cleric. He proved an adept student and was soon selected for advanced work. At age 20, he was sent to establish a small shrine outside Procampur only to be captured by pirates and then shipwrecked near Earthspur. There he and his comrades met a group of primitive men. And he promptly converted this group to Helm worshipers. Eventually the party was rescued. Now, at age 27, Paeon is single and thoroughly devoted to his work.

Paeon has black hair, coppery skin and amber eyes. He stands 6' tall and weighs 165 pounds. His only distinguishing mark is a baboon bite on his lower left leg.

Paeon is outgoing and enjoys mingling with people. Although extremely popular with the townsfolk, he is viewed with some disdain by the nobility. However, Paeon's generosity and loyalty wins over many people. As an agent of Helm, he believes that prevention is the best medicine. Those he deems as evil or threats to his mission are in trouble and can expect a visit from him. He keeps a pet sea eagle.

Paeon owns a *ring of water walking,* a *shield +1,*and a *mace +1.*

Maria

Female Dwarven Fighter/Cleric (2/2)

STR: 16
INT: 9
WIS: 14
DEX: 9
CON: 16
CHA: 14
COM: 12

AC Normal: 2
AC Rear: 10
Hit Points: 15
Alignment: Lawful Good
Weapon Proficiencies (Cleric): Club, Flail
Weapon Proficiencies (Fighter): Footman's Mace, Sling, Morning Star, Spear
Special Abilities: Swimming
Languages: Common, Dwarf
Spells/day: 4,1

Maria is Paeon's henchman and clerical student. She comes from a dwarvish merchant family. Paeon intends to send her home to set up temples to Helm and spread the faith. This suits Maria just fine. Her family, however, has no interest in religion. They are interested in expanding trade with Ravens Bluff, and in having a cleric in the family.

A young 153, Maria is 3'9" tall and weighs 164 pounds. She has curly brown hair, golden eyes, and brown skin. She is brash and often noisy. Maria can be found in the middle of almost any disagreement, trying to sort it out. Supremely confident, she believes her abilities can solve the toughest of problems. Her hobby is painting scenes from tales of Helm, but she is not yet an accomplished artist. She is not single-mindedly devoted to her deity, and can be casual about religion at times. Deep down, however, she is a true believer. Maria likes working with children of all races and ages, and she seeks them out, answering their questions about life and telling them about the wonders of Helm. Maria enjoys the company of the baron, who lets her live on his estate (much to the joy of her mercantile parents). The baron, however, is less than fond of Maria's pet badger, Ruffy.

Maria owns *chain mail +1* and a *footman's mace +1.*

(Continued from page 5)

18 other people in my campaign to be Bible believing, committed, full-time Christians, and I have yet to see role-playing have an adverse effect on any of us. In fact, I can cite numerous examples where RPGs have had a positive influence and even used indirectly for evangelical purposes! What is really funny is when you ask people, "Okay, let's say the D&D game is bad. What about Traveller, GAMMA WORLD® game, STAR TREK, TOP SECRET/S.I.™ game, and TOON?" Their usual answer is "What are those?"

Okay, so what do we do on a large scale to fight this? Nothing, nada, rien, etc. What can we do on a small, one-on-one scale? As mentioned earlier, charitable and community services are an excellent start. Follow this up by talking in a very polite and non-defensive way to the great misinformed about the real story behind RPGs. Too many self-proclaimed authorities start their charges off with phrases like "Everybody knows that..." or "The facts say that...." As a rule, those words are used by those who in fact have no backing whatsoever to what they are talking about. A favorite charge is that parts of the Dungeon Master Guide contain Satanic symbols and spells. My reply of "really? Well, here's my guide, show me," causes the charges to wilt and die. Use facts, and demand facts. Remember, ignorance breeds fear. Most critics mean well, but they have been misinformed.

In conclusion (finally!), I feel that anything done in extreme doses or to the point of obsession is bad, and that includes (gasp) role-playing games. Let's just be good examples of behavior and clear thinking. Let our critics foam at the mouth and say things like "My friends, if you believe the D&D game is the Devil's tool as much as I do, then mail me a contribution today to help me fight this evil." Let them form groups with silly acronyms and churn out propaganda pamphlets. We'll still be around far long after they have faded away or found another dead horse to beat. Don't be baited by them, because then you're playing it their way.

Live long and prosper!
John Terra
Randolf, MA

John, thank you for your thoughtful insights and for pointing out the high standards in TSR, Inc.'s and the RPGA™ Networks' writing guidelines. HQ agrees that arguing with groups opposed to role-playing games is not going to give role-playing games a good image. Promoting the games on a small scale, seems to be the best approach.

Another Point of View

I feel compelled to offer my comments on several points touched on in the letters written by Keith Polster, Greg Schwartz, and Name Withheld in issue #39.

First, I am sure we agree that points by themselves are not the only indication of quality. We all know many VERY fine judges and players, better than ourselves, who are not yet highly ranked because they do not attend many conventions. But to imply that high-ranking players and judges got that way solely on the basis of their convention attendance record is unkind and unjust. Do you believe that Arnold Palmer is a highly-ranked golfer only because he can attend a lot of golfing tournaments? Most of the Master-level and Grand Master-level individuals I have gamed with are good, partly because of that much-maligned extensive tournament experience, but also because of their skill at role playing, rules knowledge, sense of strategy, and cooperative team play. Winning or placing highly in a tournament as a player, or getting high marks as a judge, are a good indication that other people in the tournament believe that the player or judge is good, and most of these individuals have gotten that kind of affirmation from their peers on a consistent basis. Those who are ranked highest may not be the best gamers the world has to offer, but they are consistently good.

Also, most of these individuals are not rude and crude people who don't "care about anything but themselves." They are, for the most part, thoughtful, considerate — if competitive — gamers who try to make the game fun for everyone present. Note that I do not consider the terms "fun" and "competition" to be mutually exclusive.

I am sorry that all three letter writers feel that the point system has removed the fun from role playing. I believe that it has added to the game. People who wish to reach higher levels support many smaller conventions because they attend to play in the RPGA™ Network events. These "point-greedy" individuals thus keep the demand for conventions and quality tournaments and judges high. This can ultimately only be a good thing — for Network members of any level. Even those 80% who do not attend cons on a regular basis benefit because many of the best and most challenging tournament modules are published in the POLYHEDRON™ Newszine.

Now, before you start complaining, as Greg's east coast friend did, that there are no conventions in your area — what are you doing about it? Yes, most of the conventions have been held in the Midwest, so a disproportionate number of high-level gamers are located here. This is not only because demand is high, but also because there are people willing to work for these conventions. Stop crying that the RPGA Network never hands out conventions in your neck of the woods. Get off your whatever and write tournaments, volunteer to work, organize that convention — or find someone who can. HQ and your Regional Director can help you with advice and materials.

Back to that dirty 6-letter word: From my observation, many of the complaints over points at GEN CON® Game Fair which so disgusted onlookers were not so much over the number of points one did or didn't have, but because of frustration and confusion over the point system itself. People like to have their accomplishments recorded and rewarded. Some of us are actively working to improve our skills and our rankings. We need to know that we are not working in vain. Yes, we acknowledge that the old point system badly needed revision. But people get confused when they have to switch horses, in midstream, no matter how tired the nag, especially if they don't know what manner of beast they are getting in return.

Linda Bingle
Naperville, IL

Linda, HQ understands some of the frustrations several players and judges have felt over the point system and record keeping. We hope the new system, highlighted in this month's Notes From HQ column, will help put things back on the right track.

Thank you for taking the time to show a different view of the point system than the view presented by members in POLYHEDRON Newszine #39. Those three letters generated quite a bit of mail, pro and con on the point system. We will printing some of those letters in the next POLYHEDRON Newszine.

(Continued from page 6)

Duration: 1-4 segments
Saving Throw: None
Area of Effect: Caster
Explanation/Description: In casting this spell it is very important that the correct verbal components (grunts and groans) be coupled with the proper somatic gestures (sweating, straining, and beating of the forehead). If the spell is successful, the fighter will be able to form a coherent thought, as if his intelligence were higher than 5. Although the duration of the spell is fleeting, the act of thinking must be followed by at least 24 hours of rest.

Food For Thought - Part 2

In my first column, I wrote on the various foods that lent themselves well to gaming sessions; foods that were quick, tasty, and didn't leave a mess. Little did I know that not only do you people consume food while gaming, you play with it!

I've had reports of normal everyday food items being used as figurines in AD&D® games. M&Ms used to represent flumps, tapioca pudding as lemures, spaghetti as larva, and believe it or not, cheese balls as beholders. But I think the worse offender is the DM who used a pickle to portray Orcus (and you know who you are). You people are sick! However, if you do have any good ideas for food as figurines, send them in. My black pudding (chocolate of course) is starting to look like brown mold.

The Convention Scenario - Part 3

If you've never attended a convention before, this is the year to do so. In August, Milwaukee will be host to the first ever GEN CON®/ORIGINS® Game Fair. It should be the biggest thing to hit our hobby. If you'd like to run a game, but perhaps don't have the time to write your own, sign up to run one of the many RPGA scenarios that will be offered. There should be something available for most major gaming systems, and with an earlier deadline for submissions, you should get the materials in plenty of time.

As many of you know, I've been running a series of "Fluffy Quest" adventures at GEN CON® Game Fair for the past many years. This year's scenario is entitled "Fluffy Babies," and it's going to be just great! I want to make this Fluffy Quest the biggest ever and will be running it as many times as they'll let me. To do this, I'll need as many players and judges as I can get. If you're interested in judging, contact the Network for information. If you want to play, come to GEN CON®/ORIGINS™ Game Fair in August.

Slanguage Contest Update

I received a very interesting letter today from fellow member Douglas Stencel. One of Douglas' concerns was the contest deadline. In his letter Douglas writes: "I hope you were kidding about the September 1, 1987 deadline for Slanguage."

No, Douglas, I wasn't kidding. The contest was over before it began. (Ha, ha, just kidding.) Actually, that column was written *last year*. For those of you with a copy of POLYHEDRON™ Newszine #34, please change the deadline date from September 1, 1987 to September 1, 1988. On second thought, maybe you better make that 1989. (Okay, Jean, I'll lay off the late jokes.)

For those of you who just joined the RPGA™ Network since that issue, the object of the contest is to create a set of slang words that have gained popular acceptance and wide usage through word of mouth. These are words that your characters would use in their day to day adventuring. Our first example comes from the above-mentioned Douglas Stencel...

FOF: Rhymes with "spoof." Short for "friend or foe." It is commonly heard when encountering something or someone of questionable morals. This is a command to test the "whatever" for evil, traps, etc., i.e., whenever someone starts to pick up that funny cloak or put on that interesting new ring, his companions shout, "FOF it first!"

Our second example comes from Guy Nystoen. Guy gave me several good entries, one of which was...

OOF: An abbreviation for Oil Of Fumbling. This word can be used as a verb, noun, or an adjective to describe fumbling or fouling up. i.e., "Here we are, facing a gang of stone giants, and that OOF fighter OOFs his OOFing sword."

And now a short message for those of you who have not yet entered our contest. There *is* an ulterior motive behind all of this. When I have collected enough submissions to form our own "Slanguage" dictionary, I'm going to present it to Jean Rabe and *demand* (or ask her nicely) that it be printed as part of a Newszine supplement. Just think how envious the other players will be when you start tossing around words like "FOF" and "OOF" at your next gaming session. But in order to do this, I need *your* submissions. Get busy, and next time around we'll print some more examples.

(Continued from page 26)

sion" on winning bets placed on Bank; a tally of this is kept by the dealers and is due when a player leaves the game or the cards are reshuffled. Each hand is played by the house employees according to strict rules, deviations are not allowed. In counting hands, tens and face cards count 0, not 10; aces count as 1; all other cards count face value. If the total of the cards in a hand is 10 or greater, 10 is subtracted from the total; thus, 9 and 6 makes 5, not 15. An 8 or 9 in the first two cards is called a natural and is treated like a 21 in blackjack (wins unless the other hand is also a natural). A natural 9 beats a natural 8. Each hand must be drawn to or must stand according to the rules below:

PLAYER:

Having	Action
0,1,2,3,4,5	Draws
6,7	Stands
8,9	Natural — stands

BANK: Having	Stands when giving	Draws when giving
	— Always Draws —	
0,1,2	S,0,1,2,3,4,5,6,7,9	8
3	S,2,3,4,5,6,7	0,1,8,9
4	S,4,5,6,7	0,1,2,3,8,9
5	6,7	S,0,1,2,3,4,5,8,9
6	— Always Stands —	
7	— Natural — always stands —	
8,9		

S = Player stands

The Player hand is always dealt first. Only one card is drawn when required, and that is always face up. In the event of a tie all bets on Player and Bank are returned.

(Continued from page 4)

not realistic. Realistically, it is difficult to make it to the teens, let alone beyond level 10."

Membership cards with level rankings and updated point totals will be mailed before each GEN CON® Game Fair. This will help players determine if they are eligible for Masters and Grand Masters tournaments. Beginning in October, members will be able to request an updated membership card which will display their most recent point totals. This card will cost $4 to cover the processing time, and will be mailed in four to six weeks.

The new player and judge level chart appears on the inside back cover of this issue.

HQ is proud of its point system and hopes the membership will continue to support an international ranking for players and judges. The system lets members compare themselves and set goals to strive for. The system is a way to achieve, to know where you stand, and to be recognized for your accomplishments. HQ would appreciate members' views on the point system and what it means to them.

GEN CON®/ORIGINS™ Game Fair Extravaganza

In POLYHEDRON™ Newszine #39 HQ put out an appeal for judges for the myriad Network events being planned for the convention. HQ is still in need of a few judges. If you are interested in judging, send a postcard or letter stating the games you can judge. All members chosen as judges will be notified before the convention. Members should also plan to attend the RPGA Network breakfast meeting Friday morning. There will not be any sanctioned tournaments scheduled during the meeting time.

Cats in Mid-Winter

It may seem reasonably warm outside now, but when this column was written there were several inches of snow on the ground and **Winter Fantasy** was a very recent and pleasant memory. It was a time to wear sweaters and wrap yourself in blankets because the rooms at the Americana Resort Hotel in Lake Geneva were very cold. It was also a time to watch cantankerous dragons pester adventurers, adventurers cuddle and bash cats, and Chinese agents blow up boats in high-powered chases.

There were cats all over the place in the AD&D® game Masters Tournament "Cataclysm" by Michael Selinker. It was amusing watching players react to the flurry of ferocious, felonious, and friendly felines being portrayed by the DMs. One DM even had his head petted. It was heart-warming watching the masters players display their kindness to a few hungry strays. It was also heart-wrenching watching one outspoken player bash a cat that — unbeknownst to her — another player had befriended and was using as a guide. A convention highlight was a seminar on tournament writing presented by Donald Bingle, the Network's top-ranked player, who was the convention's guest of honor. He was assisted by Jay Tummelson. Although most of the seminar participants seemed engrossed in the subject matter, one DM stretched himself across a half-dozen chairs at the back of the crowd and took a long nap. He even slept through the awards ceremony and didn't budge until players starting packing up their things to head for home.

Another highlight was getting a glimpse of Helen Cook running our first sanctioned Teenagers From Outer Space tournament by R. Talsorian Games. I'm not exactly sure what was going on (the "teenagers" shooed me away). But player Don Bingle wore a shower cap on his head, a few of the other players had their blue jeans rolled up to their knees, and several of them were sort of bouncing around the room.

I've scheduled another Teenagers tournament for this coming GEN CON®/ORIGINS™ Game Fair. Hmmmmm....

A Flurry of Newszines

HQ has received several calls from new members wondering why they had received so many Newszines at once. The flurry of Newszines were issues 36 through 39. The last came out in December and January, and finally made the Newszine up to date. Some new members were worried that because their membership forms said they would receive six issues of the Newszine a year, their memberships were going to be up almost after they began. Well, if you're one of those members who joined in December, 1987, or January, 1988, don't worry. You got a bonus. You were put on the Network's mailing list at a time when Newszines were being produced to catch us up to schedule. So, although your membership was supposed to start in December or January, you received issues that were supposed to have come out much earlier in 1987. You will stay on our mailing list for one year. Don't worry until you receive a notice to renew.

Welcome

Please welcome Guy McLimore of Evansville, IN., as an assistant editor of the Newszine. Guy is one of the co-creators of STAR TREK the Role Playing Game.

Take Care,

Jean

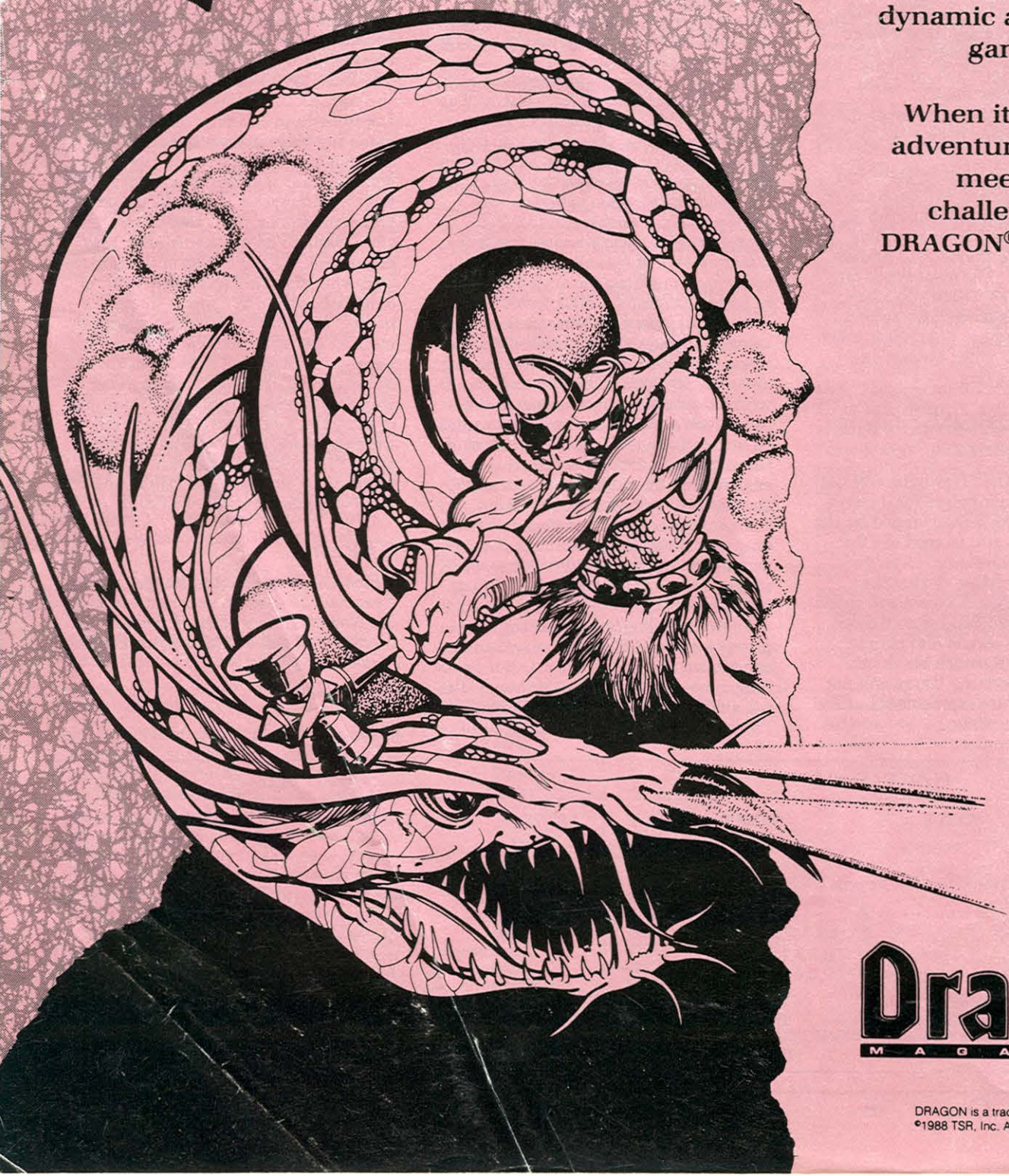
PLAYER LEVELS

LEVEL	TITLE	POINT RANGE
0	Novice	0 - 749
1	Player	750 - 2249
2	Gamer	2250 - 5249
3	Campaigner	5250 - 11249
4	Strategist	11250 - 23249
5	Tactician	23250 - 48249
6	Leader	48250 - 98249
7	Paragon	98250 - 198249
8	Adventurer	198250 - 398249
9	Master Adventurer	398250 - 698249
10	10th Level Master Adventurer	698250 - 1098249
11	11th Level Master Adventurer	1098250 - 1598249
12	12th Level Master Adventurer	1598250 - 2189249

JUDGE LEVELS

LEVEL	TITLE	POINT RANGE
0	Rookie	0 - 999
1	Speaker	1000 - 2999
2	Arbiter	3000 - 6999
3	Moderator	7000 - 14999
4	Proctor	15000 - 30999
5	Referee	31000 - 62999
6	Mastermind	63000 - 126999
7	Tribune	127000 - 246999
8	Judge	247000 - 486999
9	Game Master	487000 - 846999
10	10th Level Game Master	847000 - 1326999
11	11th Level Game Master	1327000 - 1926999
12	12th Level Game Master	1927000 - 2646999

NO QUARTER



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